BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

UNCHARTED
DRAKE'S FORTUNE™

COVERS PLAYSTATION®3 COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE ESRB TEEN T

Written by Off Base Productions

PLAYSTATION 3

UNCHARTED
DRAKE'S FORTUNE

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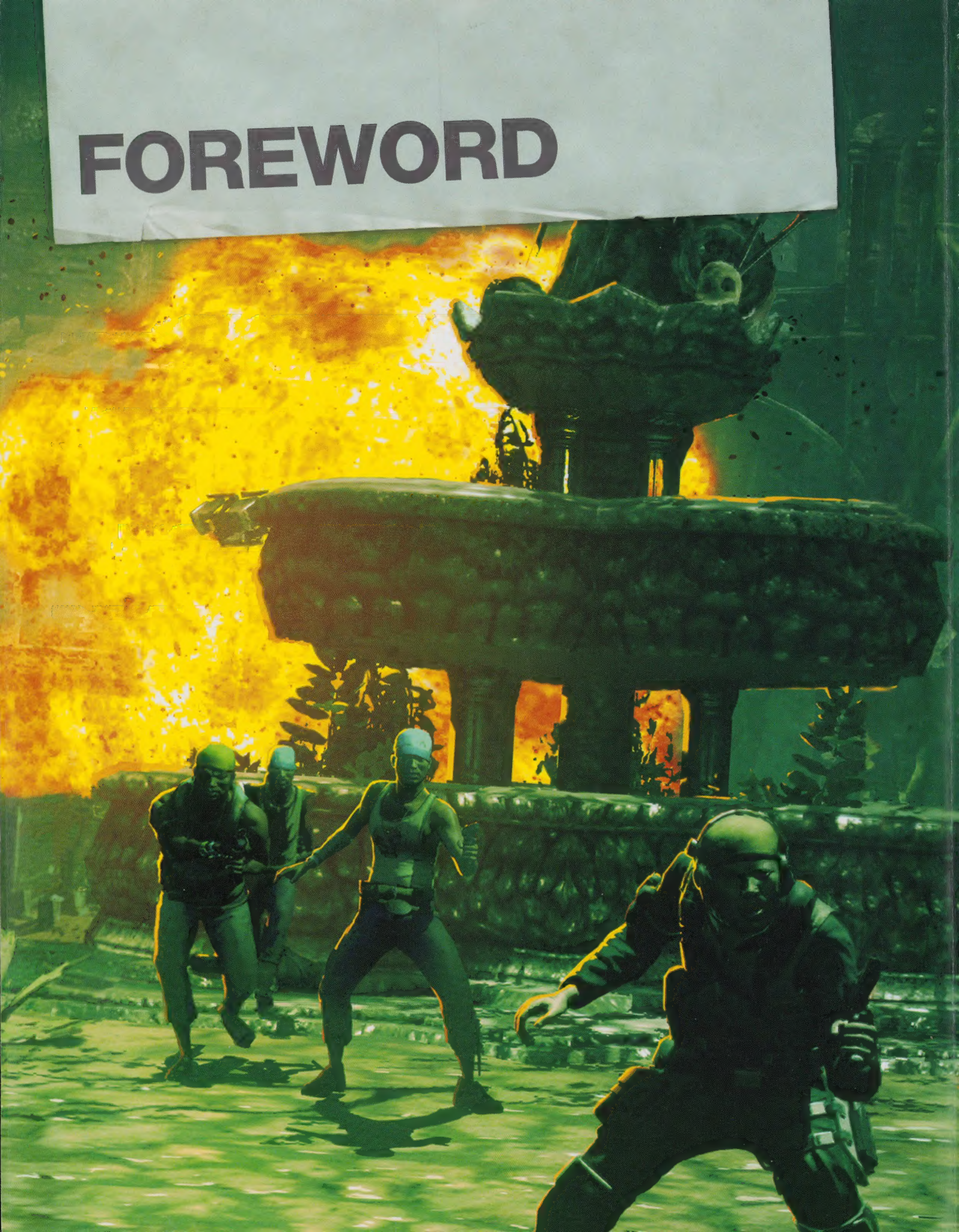
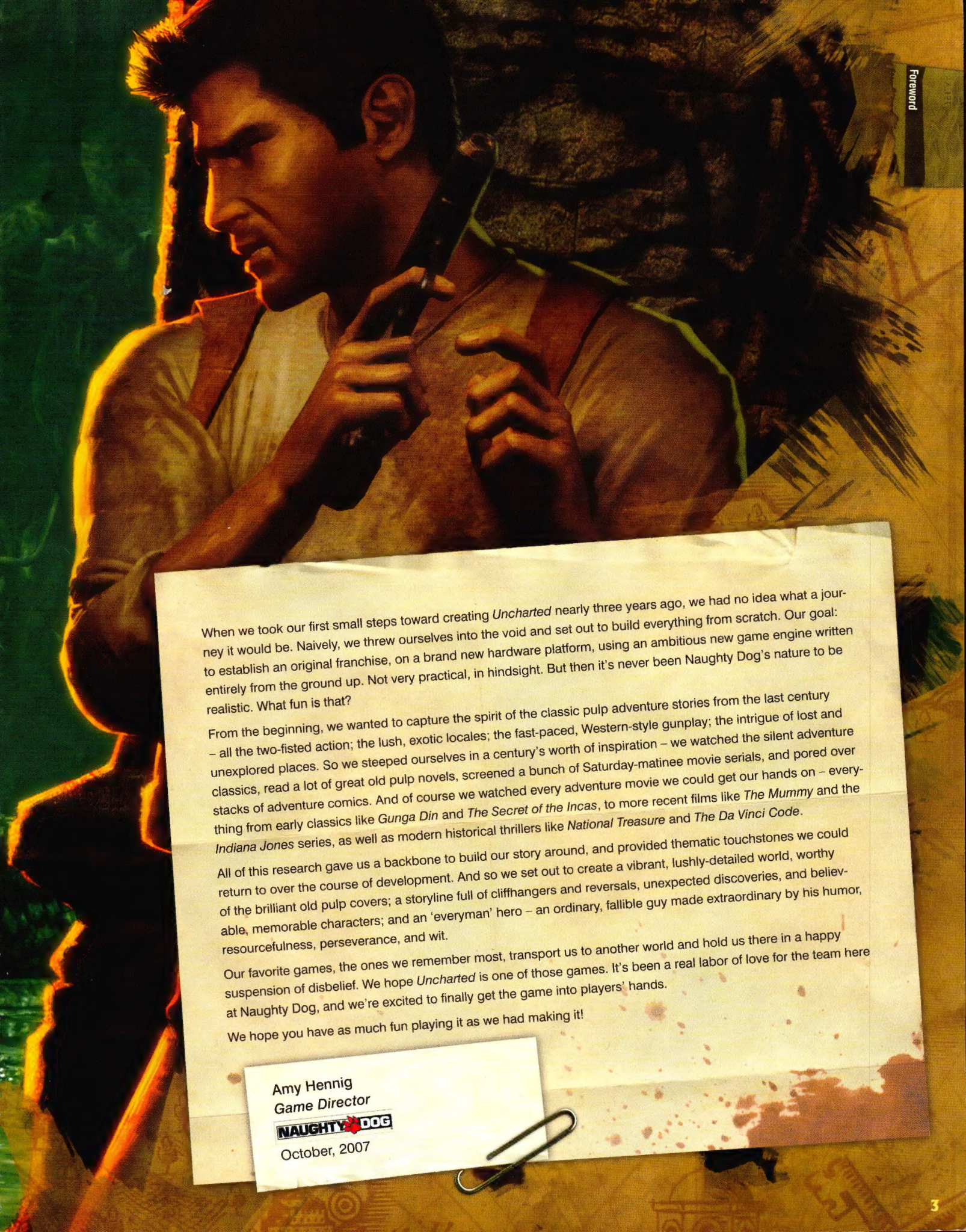
FOREWORD





When we took our first small steps toward creating *Uncharted* nearly three years ago, we had no idea what a journey it would be. Naively, we threw ourselves into the void and set out to build everything from scratch. Our goal: to establish an original franchise, on a brand new hardware platform, using an ambitious new game engine written entirely from the ground up. Not very practical, in hindsight. But then it's never been Naughty Dog's nature to be realistic. What fun is that?

From the beginning, we wanted to capture the spirit of the classic pulp adventure stories from the last century – all the two-fisted action; the lush, exotic locales; the fast-paced, Western-style gunplay; the intrigue of lost and unexplored places. So we steeped ourselves in a century's worth of inspiration – we watched the silent adventure classics, read a lot of great old pulp novels, screened a bunch of Saturday-matinee movie serials, and pored over stacks of adventure comics. And of course we watched every adventure movie we could get our hands on – everything from early classics like *Gunga Din* and *The Secret of the Incas*, to more recent films like *The Mummy* and the *Indiana Jones* series, as well as modern historical thrillers like *National Treasure* and *The Da Vinci Code*.

All of this research gave us a backbone to build our story around, and provided thematic touchstones we could return to over the course of development. And so we set out to create a vibrant, lushly-detailed world, worthy of the brilliant old pulp covers; a storyline full of cliffhangers and reversals, unexpected discoveries, and believable, memorable characters; and an 'everyman' hero – an ordinary, fallible guy made extraordinary by his humor, resourcefulness, perseverance, and wit.

Our favorite games, the ones we remember most, transport us to another world and hold us there in a happy suspension of disbelief. We hope *Uncharted* is one of those games. It's been a real labor of love for the team here at Naughty Dog, and we're excited to finally get the game into players' hands.

We hope you have as much fun playing it as we had making it!

Amy Hennig
Game Director
NAUGHTY DOG
October, 2007

CHARACTER PROFILES

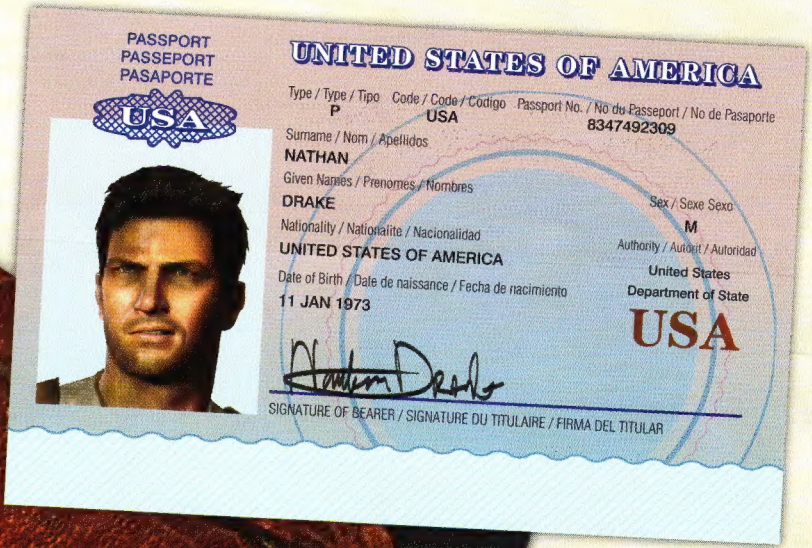
NATHAN DRAKE

A contemporary adventure hero in the classic mold, Nathan Drake is 30ish and handsome with a rugged, everyman charm. He makes his living as a treasure hunter for-hire—a professional "finder" of hard-to-acquire items. As such, he operates within a questionable fraternity of fortune-seekers, antiquities dealers, smugglers, and con men.

Although he's smart and self-educated, Drake tends to conceal his intellectual side when dealing with the rogue's gallery of dangerous individuals who haunt the gray market underworld of the illegal antiquities trade. In his dubious line of work, Drake has had to confront everything from guerillas to drug traffickers, modern-day Pirates, rival salvage companies, and even sometimes the law – so he's learned how to handle himself in tight situations, whether it means guns, fists, charm, or the occasional hasty exit.

Unlike his associates, Drake is driven more by the thrill of the hunt than by the treasure itself. He may or may not be a descendant of Sir Francis Drake, the great 16th-century explorer and privateer – but regardless of his lineage, Drake is gifted with a remarkable historical imagination and an uncanny ability to reconstruct events from only the barest evidence.

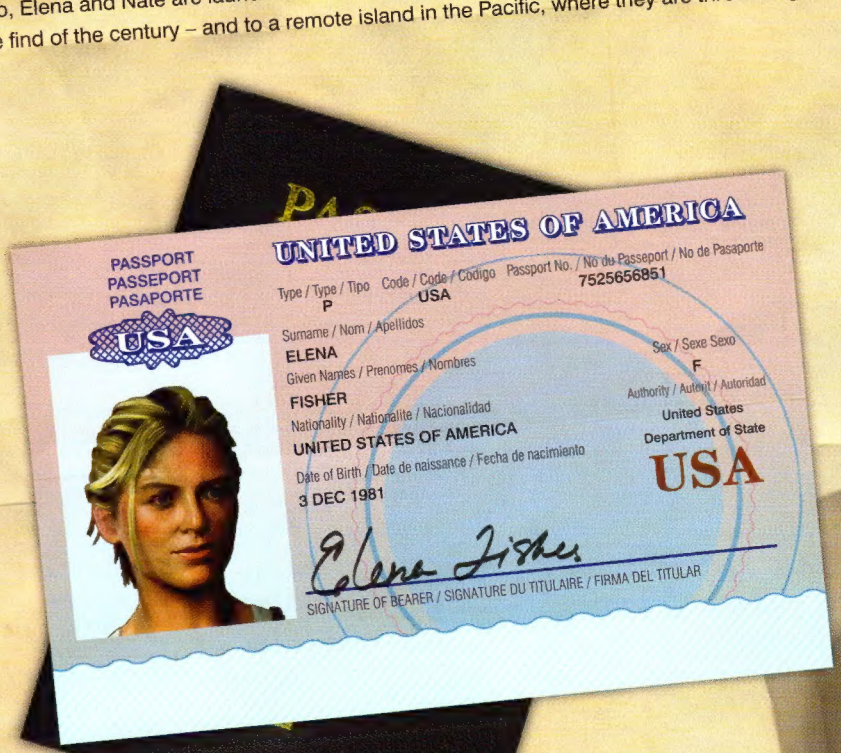
With a wry point-of-view and a droll sense of humor, Drake is anything but a stereotypical bad-ass – he's confident but not fearless, clever but occasionally foolhardy, athletic but not always graceful, daring but often in way over his head. Ultimately, Drake survives by his wits, tenacity, resourcefulness, and good old-fashioned luck.



ELENA FISHER

In her late 20s, Elena is bright and self-reliant, with a natural, unfussy beauty. After coming in second on a popular survival reality show, Elena parlayed her fifteen minutes of fame into hosting a cable adventure/archaeology show, "Discovered." She is a true survivor with an array of unusual skills, most of them learned while researching and hosting her program. She has a playful, likeable personality, but most of all Elena is a never-give-up kind of character, determined to such a degree that it is both her greatest virtue and her greatest fault.

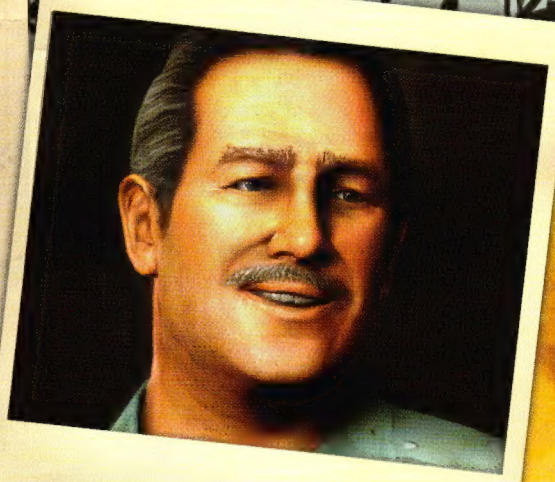
She's passionate about the mysteries she investigates, but is still searching for the big story that will put her on the map as a serious journalist. When her show funds an expedition to recover Sir Francis Drake's coffin, buried at sea off the coast of Panama centuries ago, Elena and Nate are launched into an adventure beyond all expectations. A 400-year-old trail of clues leads them on a hunt for the find of the century – and to a remote island in the Pacific, where they are thrown together in a fight for survival.



VICTOR SULLIVAN

A larger-than-life, Hemingway-esque character in his 60s, Victor Sullivan is Drake's sometime partner and onetime mentor. He's a seasoned adventurer, explorer and treasure hunter – but most of all, he's the consummate con man in a world of con men. A great raconteur, his stories are always believable enough that people will invest in his schemes. Even when they realize they've been heisted, most can't help being charmed by the old scoundrel.

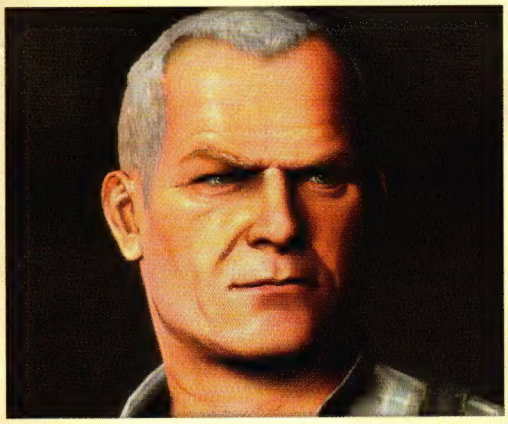
Sullivan knows just about everyone connected to the illicit antiquities trade, and hangs out with various mythic and shady characters. When he and Drake embark on an expedition to find the legendary fortune of El Dorado, Sullivan realizes this could be the find of a lifetime—and it may be his last shot. His luck has run out; he's crossed the wrong people and gotten in way over his head. He needs a big payout to get out of this one; his mouth won't do it for him this time.



GABRIEL ROMAN

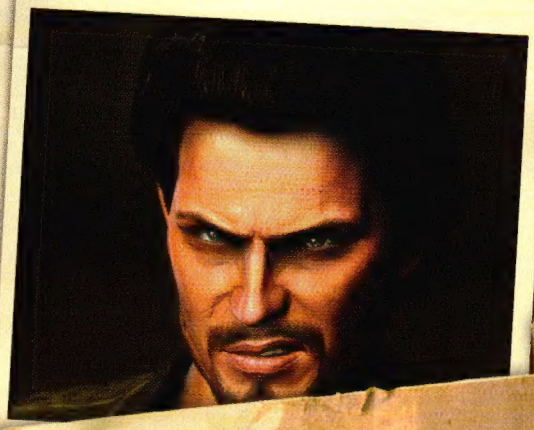
A formidable man in his mid-50s, Gabriel Roman is an almost mythic figure in the criminal underworld of South America. He exudes an aura of cold control and calm power, and cultivates a shroud of mystery around himself.

Based in the lawless tri-border region of South America, Roman's operation includes narco-trafficking and gun-running – but his true passion is the underground antiquities trade. He is a ruthless and unscrupulous operator, but he doesn't flaunt his treasures. For him, the pursuit of unique and priceless antiquities is a matter of conquest, power and control. His most fabulous acquisitions are secreted away in a private collection that would rival most museums.



ATOQ NAVARRO

Gabriel Roman's lieutenant and right-hand man, Navarro commands the crime lord's private army of cutthroat mercenaries. A Peruvian *mestizo*, his knowledge of Inca mythology and fluency in the Quechua language are an invaluable asset for Roman, and he's instrumental in acquiring Peruvian artifacts for the crime lord's collection.



EDDY RAJA

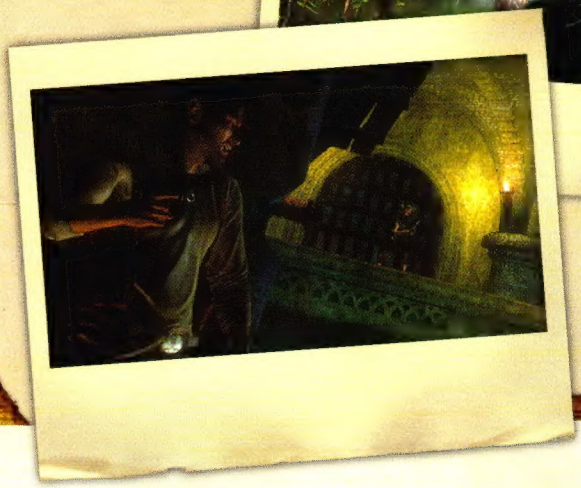
Eddy Raja is the Indonesian leader of a ragtag, merciless band of modern-day Pirates. A colorful character, Eddy flaunts his stolen jewelry and magic tattoos, and makes up for his lack of physical stature with threats and bluster. He's got a fleet of boats and an arsenal of weaponry, which have been bought, "borrowed" or stolen from various gun-runners, dictators and world-aid organizations. Eddy is all about money and nothing else; he doesn't give a damn about archaeology or history.

His beat runs from the Straits of Malacca to the ports of Peru, but Eddy will take his crew anywhere if he thinks the haul is good. Roman and Navarro have hired Eddy's crew to secure the island and act as laborers, scouring the ruined colony for Spanish gold and the El Dorado treasure. In return, they've been promised a cut of the profits.

TREASURE HUNTER'S HANDBOOK

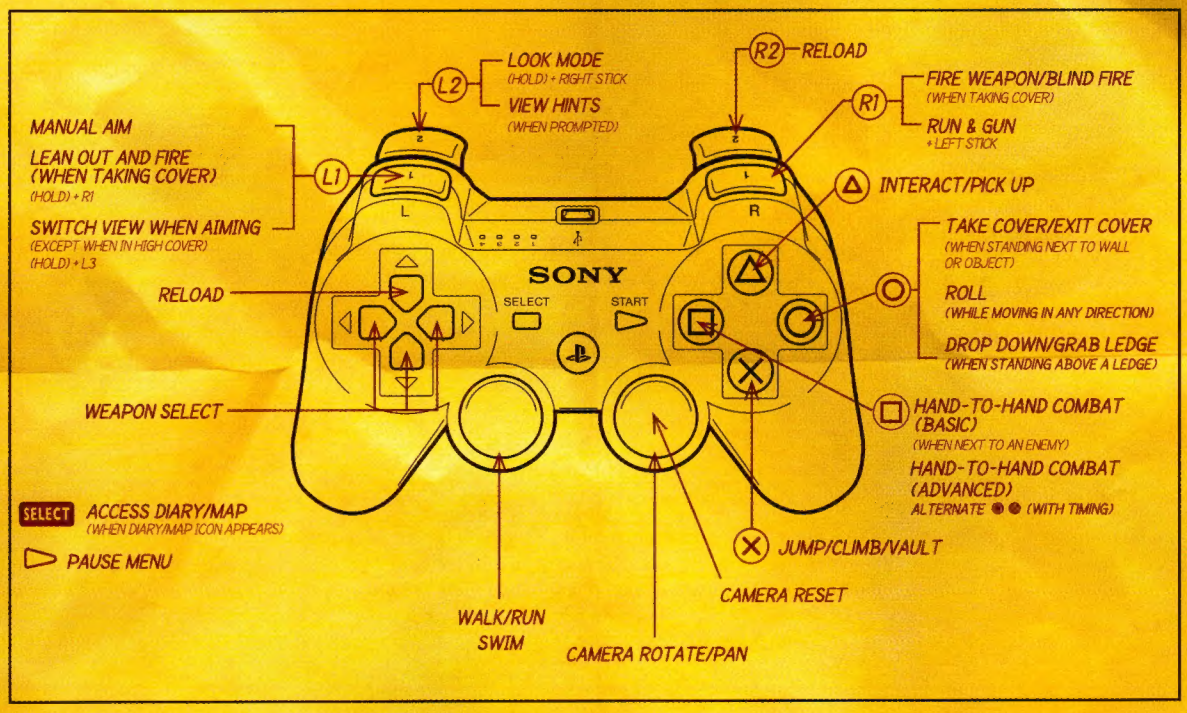
GETTING STARTED

Being a treasure hunter is a dangerous business. Gun-runners, Pirates, shifty competition, and braving the elements are just some of the hazards of the job. As Nathan Drake, the would-be ancestor of the legendary explorer, Sir Francis Drake, you are going to be required to draw on every ounce of skill, effort, and a little luck in order to survive the harrowing adventure you're about to undertake. Before you head out, take the time to brush up on the basics listed across these pages. Trust us, you're going to need them!



CONTROLS

NATE'S CONTROLS



THE MAIN MENU

After selecting START at the Title Screen, you will be taken to the Main Menu. At the Main Menu, you can select CONTINUE to resume your most current saved game, OPTIONS to adjust the game options, BONUSES to view the Treasures, Medals, and other unlockable Gallery items you've acquired, CHAPTER SELECT to choose a previously played level, NEW GAME to start a new game, or LOAD GAME to load a saved game. Use the directional buttons to highlight an option and press ⊗ to confirm your choice.

OPTIONS

You can access/adjust the Options before or during your game. The Options Screen allows you to access Game, Controls, Display, Audio, and Language options. For options with adjustable levels, highlight the option and use ← and → to move the sliders. Note: Select RESET DEFAULTS on any of the Options Menus to restore the options to their original settings.

Game

Adjust the Difficulty settings, and toggle Subtitles and Game Hints ON/OFF.

Controls

Adjust the aiming sensitivity, as well as the option to toggle Horizontal/Vertical control between NORMAL/FLIPPED for aiming and camera settings.

Display

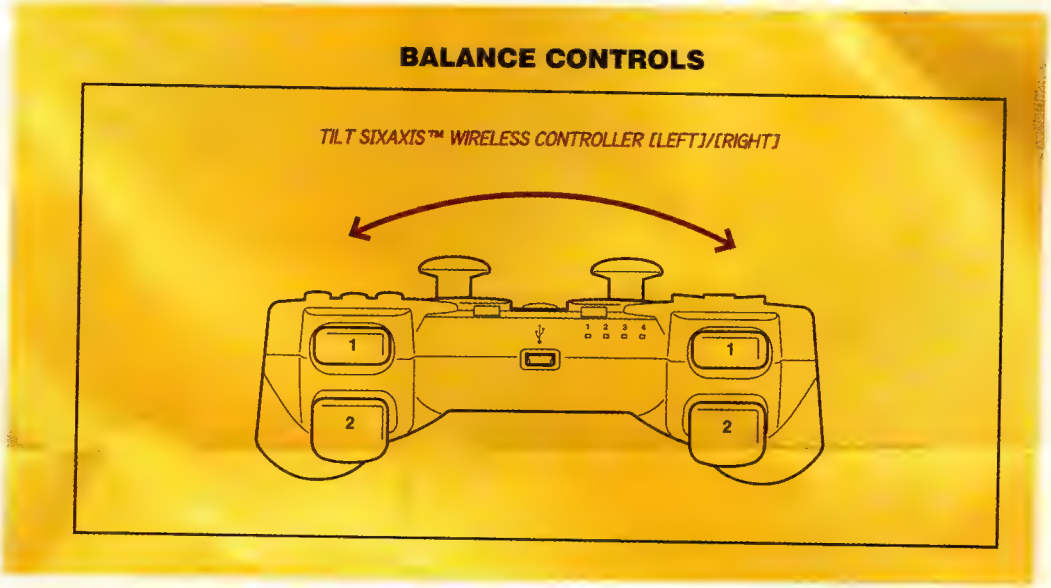
Adjust the Brightness setting.

Audio

Adjust the SFX, Music, Speech, and Movie volume levels, and select your audio Format and Center Speaker Size.

Language

Select your region's Language for the game's Text, Subtitles, and Speech.



PAUSE MENU

Pressing **START** during gameplay will pause the game and open the Pause Menu where you can adjust the game Options, view the Treasures, Medals, and Rewards you have aquired, Save/Load your game data, Restart to the last Checkpoint, or return to the Main Menu. Use the directional buttons to cycle through your choices and press ⊗ to confirm your selection. Press ◉ to go back to a higher set of options and **START** to return to gameplay.

OPTIONS

Adjust the game options. These options are the same as found on the Main Menu.

BONUSES

View the Treasures you've uncovered, the Medals you've won, and the Rewards you've unlocked.

SAVE GAME

Manually save your game progress.

LOAD GAME

Load a game from previously saved game data.

RESTART CHECKPOINT

Select this option to restart your game from the last autosave Checkpoint.

QUIT TO MAIN MENU

Quit your current game and return to the Main Menu.
Note: Any unsaved data will be permanently lost.

GAME SCREEN

WEAPON HUD

Displays information about Nate's currently equipped weapon in the upper left of the screen. The weapon icon indicates the current weapon he has equipped. The number to the left of the icon displays the total amount of ammo available for that weapon. The meter below the displays the number of rounds currently left in the clip/magazine. **Note:** The Weapon HUD only appears when Nate has a weapon drawn.

CROSSHAIRS/WEAPON SIGHTS

Use the crosshairs or other sights to aim weapons.

DAMAGE INDICATOR

The Damage Indicator appears whenever Nate takes damage from enemy fire and displays the direction from which he is being attacked (relative to the camera).

GRENADE MARKER

This icon appears when a tossed grenade is nearby. The Grenade Indicator displays the general location of the grenade and the amount of time before it explodes. When the Grenade Indicator is "grayed out", it means that the grenade is behind something.

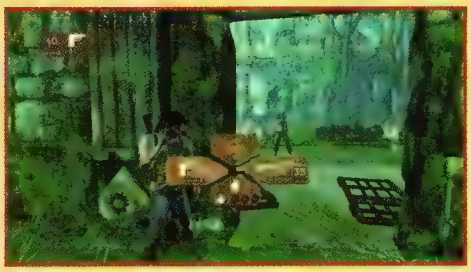
SPECIAL ACTION ICON

Located along the bottom of the screen, when an immediate task or item can be interacted with, a Special Action icon will appear.

COMBAT

WEAPON SELECTION

Nate can pick up and fire a wide variety of firearms, as well as use grenades. However, he can only carry one sidearm and one long gun at any time (as well as up to four grenades). To pick up a weapon or ammunition, approach it and press △. To equip a weapon, press the directional button ← for the sidearm, → for the long gun, and ↓ for grenades. Pressing ↑ (or **R2**) will reload the equipped weapon. **Note:** Drake automatically equips a weapon when he picks it up.



CROSSHAIRS/WEAPON SIGHTS

Use the crosshairs or other sights to aim Nate's equipped weapons. The crosshairs appear whenever he is aiming a firearm. A grenade trajectory appears when he has a grenade aimed.

GUNPLAY

To fire an equipped weapon, press **R1**. You can manually aim and fire a weapon by holding down **L1** and aiming with the right stick. **Note:** When in manual aim mode, you can continue to move Nate with the left stick.

DUCK AND COVER

Nate can take cover from enemy fire and use most walls and objects for protection by approaching them and pressing ◉. While under cover, you can move Nate by pressing the left stick right or left. To peek out and aim, move Nate close to the edge of the wall or object, and press and hold **L1**. To quickly duck back under cover, release **L1**. Once under cover, you can also roll Nate from cover-to-cover by moving the left stick in the direction of another nearby wall, object, or doorway and pressing ◉. Drake can also advance from low cover and around other corners by pressing over/around the cover on the left stick and ⊗. There are other advanced tactics Drake uses, so have fun experimenting!

GRENADES

In addition to firing sidearms and long guns, Nate can also lob grenades. To toss an equipped grenade, first press and hold **L1** to display the grenade trajectory. Next, adjust the right joystick and tilt the SIXAXIS wireless controller up or down to set the trajectory of the grenade, and then press **R1** to throw it. To lob a grenade quickly without aiming, simply press **R1**.

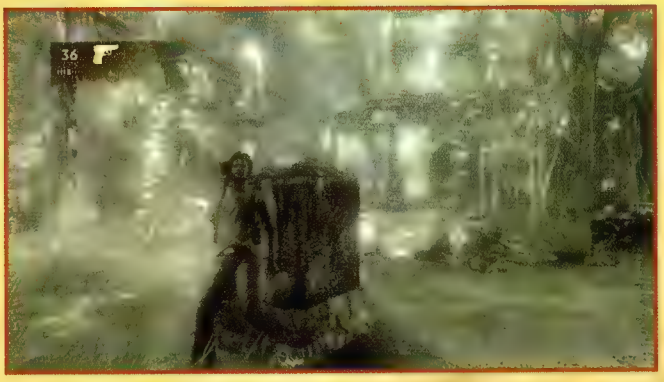
HAND-TO-HAND COMBAT

Sometimes, you'll need to resort to brute force. Nate can fight with an enemy using hand-to-hand combat. To initiate hand-to-hand combat, press ◉ when next to an enemy. Once initiated, pressing ◉ rapidly results in a succession of weak hits. Timing Nate's attacks by pressing ◉, ◉, ◉ slowly results in stronger, more devastating attacks. Try to find the best timing for your attacks to deal the most damage. If you wait for each attack to land before pressing the next button, you can find the best timing to deal the maximum damage.

Stealth Kills:
It's possible to instantly kill an enemy using Nate's bare hands. To do so, maneuver behind an enemy and press ◉.

HEALTH

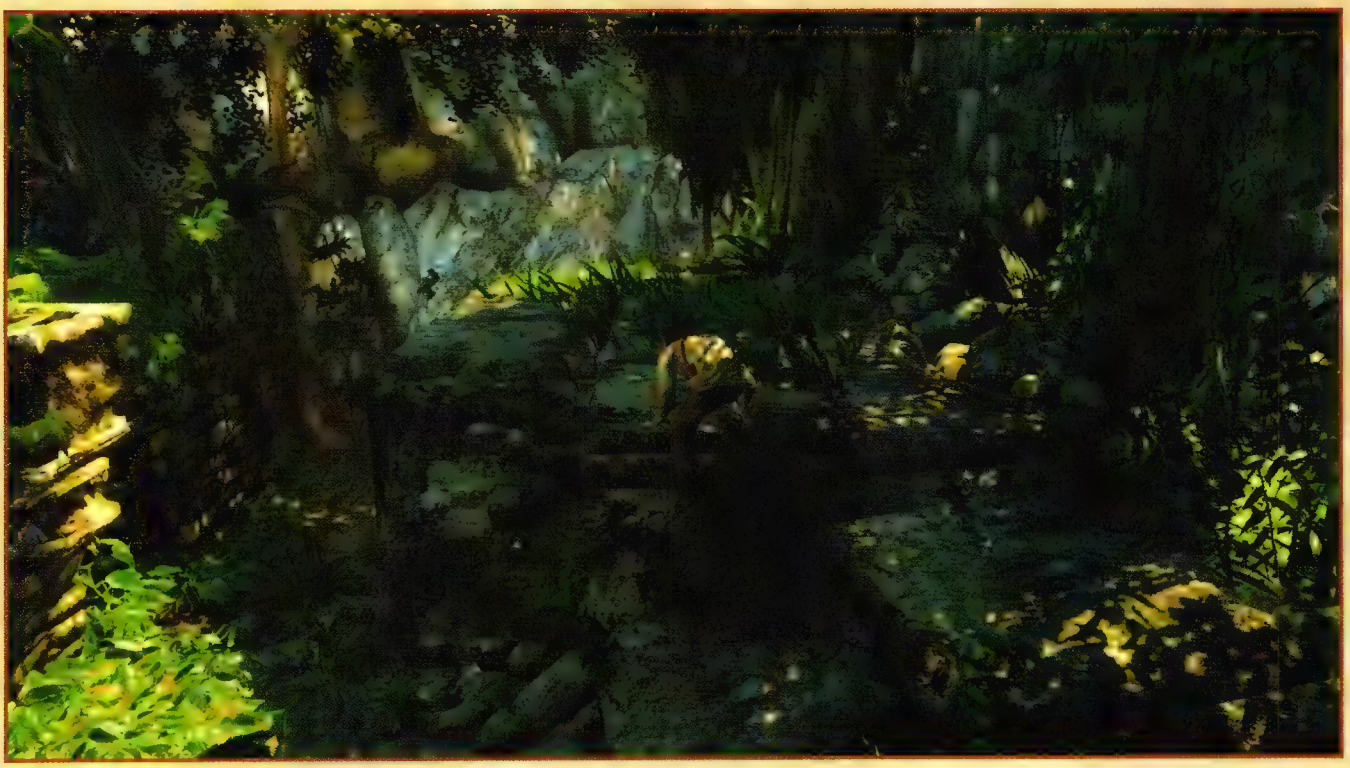
As Nate takes damage, the world around him drains of color and his heart begins to beat loudly. When this happens, he is in grave danger of dying. In order to recover, Drake must quickly find a safe place away from enemy attack where he can rest without taking any more damage. Once the color returns, you will know his health has been completely restored.



TRAVERSAL

CLIMBING

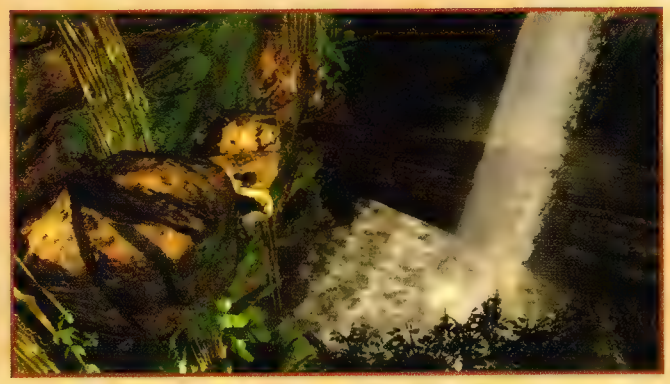
Nate will be required to rely on his climbing skills to reach new areas or solve environmental puzzles. To climb up and over small obstacles, move toward them using the left stick, and press ⊗. To jump up and grab ledges just above his head, press ⊗ and then press ⊗ a second time to pull him up. To climb certain objects, such as vines and ladders, simply press toward them using the left stick.



LEDGE TRAVERSAL

Nate can hang and shimmy around ledges, as well as jump from one to another. To drop and hang from a ledge, stand at its edge and press ◉. To shimmy, press the left stick in the direction you want him to move. To jump from one ledge to another, deflect the left stick in the direction of the desired ledge until he reaches out, then press ⊗. To jump to a ledge behind Nate, press the left stick toward the opposite wall and press ⊗. **Note:** Nate can fire his sidearm and aim grenades while hanging from certain ledges, just like when he is in cover.

Using the SIXAXIS™ wireless controller: While hanging from a ledge, you can also use the SIXAXIS™ wireless controller to jump to a ledge directly behind Nate. Tilt the SIXAXIS™ wireless controller toward you until Nate reaches out for the opposite wall and press ⊗.



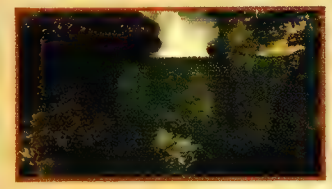
ROPE SWINGING

Every once in a while, Nate will need to use a suspended rope or vine to swing across a wall in order to continue his progress. Once hanging from the rope or vine, you can move Nate back and forth and gain momentum by pressing the left stick in the direction he is running. When he has gained enough momentum, press ⊗ to jump off.

BALANCING

Walking across certain items, such as suspended logs, planks, etc., without falling requires Nate to remain balanced. Tilt the SIXAXIS™ wireless controller left and right to keep him on his toes. The more balanced he is, the faster he walks to safety!

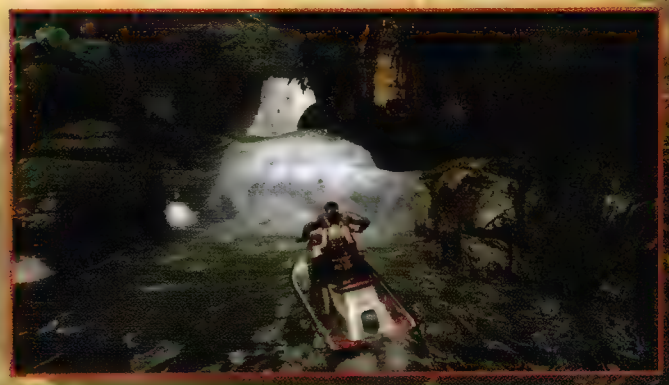
SWIMMING



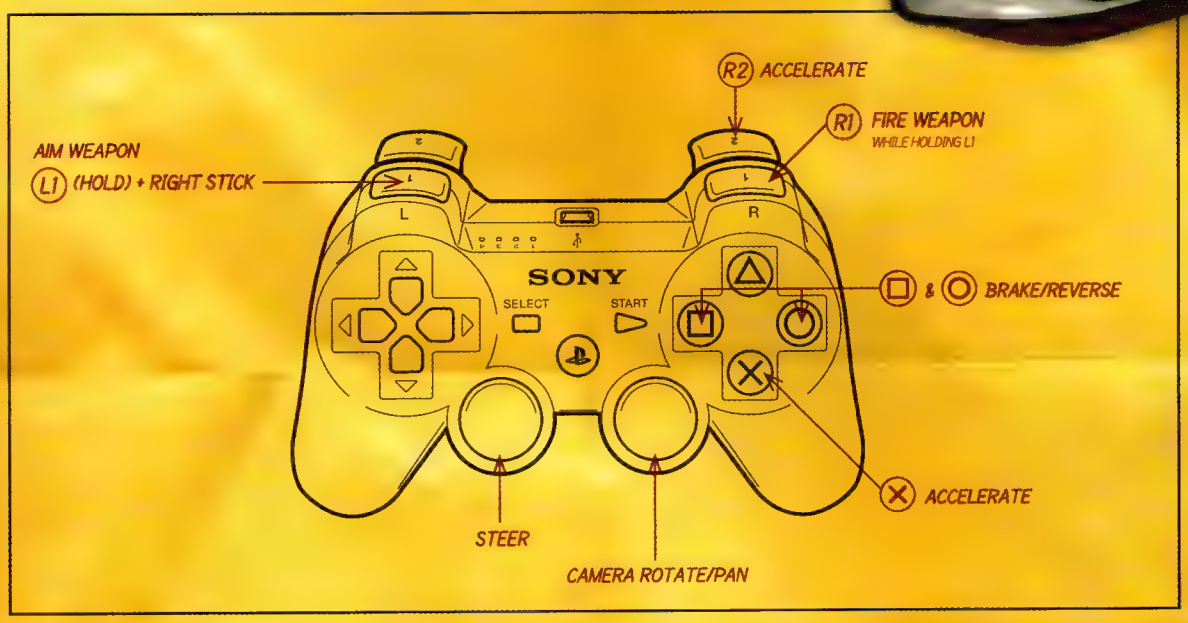
Swimming is as simple as moving the left stick in the direction you want Nate to go. To exit out of the water, find a shallow ledge and press ⊗.

PERSONAL WATERCRAFT

During his adventure, Nate will come across a personal watercraft (PWC) that he can hop on and ride across rivers and waterways. To mount a PWC, approach it and press △. To dismount, find a place to dock the PWC and press △ a second time.



PERSONAL WATERCRAFT CONTROLS



PUZZLE SOLVING

DIARY

Nate can draw upon Sir Francis Drake's lost diary and maps for clues, hints, and inspiration to help him solve the many devious puzzles he will face. When an instance arrives that requires the Diary, a Diary Icon will appear in the bottom right corner of the screen. To access the Diary, press **SELECT**.

HINTS

Pressing **L2** in certain situations will cause Nate to look in the direction of an object, goal, or destination that he needs to reach. If you get stuck or don't know where to go next, try this handy solution.

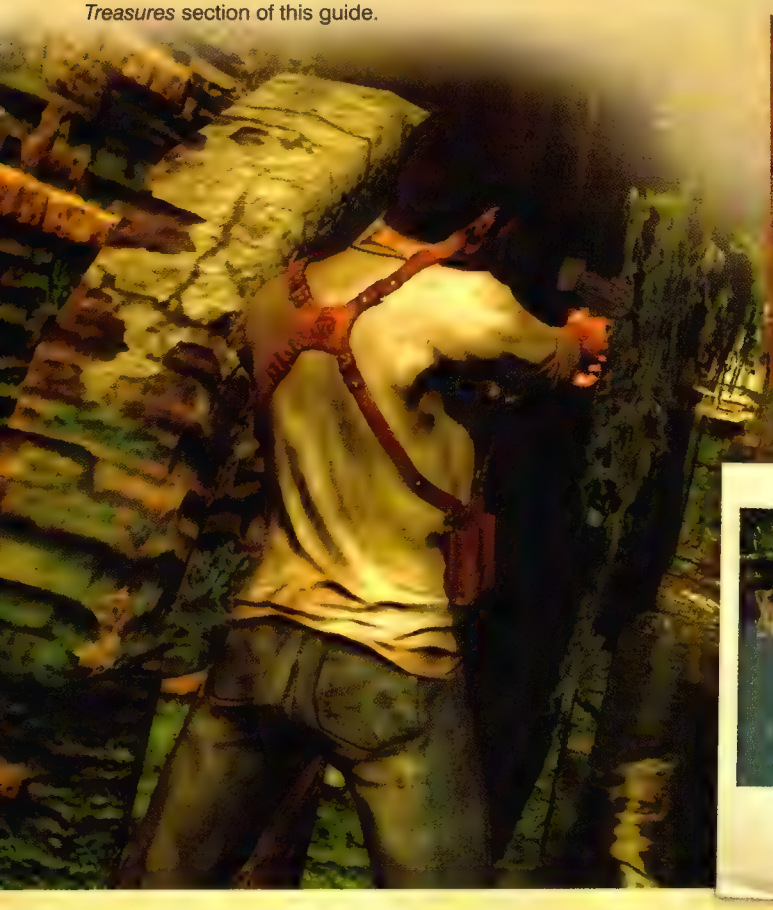
SPECIAL ACTION ICON

Special Action Icons will appear when Nate can interact with the environment or must perform a special action, such as kicking open doors, opening a hatch, or moving an object. Follow the button presses and/or left stick movements that are displayed on screen in order to successfully complete the special action.

TREASURES, MEDALS, AND REWARDS

TREASURES

A crafty treasure hunter can always spot an item of value during his or her exploits. Keep an eye out for sparkling objects cleverly hidden in the environment and press ⊕ to pick them up. You can earn Medal Points by acquiring treasures. The more Medal Points you collect, the more Rewards you can unlock. To view the Treasures you've collected, press **START** to pause the game and view the Pause Menu, select BONUSES, then select TREASURES. We've called them out for you throughout the walkthrough and you can find a full list in the *Untold Treasures* section of this guide.



MEDALS

Medals are a set of achievements you can earn by completing a wide variety of specific tasks as you play through the adventure. You can view the complete Medals list from the Medals Menu, and we've listed them for you, along with the criteria needed to achieve each one, in the *Untold Treasures* section of this guide.

REWARDS

Acquiring Treasures and Medals over the course of your adventure enables you to unlock a variety of Rewards. To review the Rewards you've unlocked, press **START** to pause the game and view the Pause Menu, select BONUSES, then select REWARDS. Highlight the items in the menu to access or preview the various Rewards. You can find the complete list in the *Untold Treasures* section of this guide.

AMBUSHED

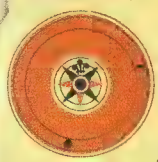
Chapter 1

Somewhere along the ocean bed off the Panamanian Coast, a coffin is dredged up from the murky sands of the deep sea floor. Inside it is not the remains of Sir Francis Drake, legendary English explorer, navigator, and would-be treasure hunter, but a small lock-box containing his long-lost 400-year-old diary.

The diary is recovered by his would-be ancestor, the adventurous Nathan Drake, who is accompanied by reality TV host, Elena Fisher - but their amazing discovery is cut short by the appearance of modern-day Pirates. Since calling the authorities is out of the question, the two must fight them off until the cavalry can arrive.

1. Stave off the Pirates

THE DIVE BOAT



STAVE OFF THE PIRATES

Drake hands a pistol to Elena; now the pair must fight off the incoming Pirates as they attempt to board the dive boat. This is a good opportunity to get acquainted with Nate's controls.

CONTROLLING NATE

USING A STANDARD PISTOL TO START, NATE CAN AIM AND FIRE AT THE ENEMY, TAKE EVASIVE ACTION BY DUCKING AND COVERING, AND ENTER INTO BRUTAL HAND-TO-HAND COMBAT. YOU CAN REFERENCE NATE'S COMPLETE SET OF MOVES IN THE **TREASURE HUNTER'S HANDBOOK** CHAPTER ELSEWHERE IN THIS BOOK. YOU CAN ALSO GET A BRIEF RUNDOWN BY FOLLOWING THE TUTORIAL MESSAGES THAT APPEAR ON SCREEN AS YOU PLAY (THESE MESSAGES CAN BE TOGGLED OFF, IF YOU LIKE, VIA THE GAME MENU IN THE OPTIONS MENU).

There's no time to waste! Immediately find cover by running up to the wooden crate on the starboard (right hand) side of the dive boat and press ◉ to duck behind it.

DUCK AND COVER

NATE CAN TAKE COVER FROM ENEMY FIRE AND USE MOST WALLS AND OBJECTS FOR PROTECTION BY APPROACHING THEM AND PRESSING ◉. WHILE UNDER COVER, YOU CAN MOVE NATE BY PRESSING THE LEFT STICK RIGHT OR LEFT. TO PEEK OUT AND AIM, MOVE NATE CLOSE TO THE EDGE OF THE WALL OR OBJECT AND PRESS AND HOLD **L1**. TO QUICKLY DUCK BACK UNDER COVER, RELEASE **L1**. ONCE UNDER COVER, YOU CAN ALSO ROLL NATE FROM COVER-TO-COVER BY MOVING THE LEFT STICK IN THE DIRECTION OF ANOTHER NEARBY WALL, OBJECT, OR DOORWAY AND PRESSING ●. NATE CAN ALSO ADVANCE FROM LOW COVER AND AROUND OTHER CORNERS BY PRESSING OVER/AROUND THE COVER ON THE LEFT STICK AND ⊗.

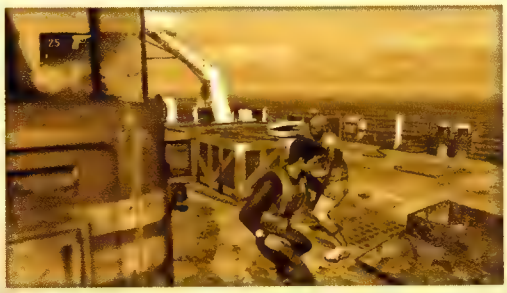
Two small, Pirate-filled boats pull up aside the dive boat and begin shooting at Nate and Elena. When you're ready, pop Nate up from cover and return fire.

SHOOT TO KILL + EXPLOSIVE RESULTS

Use the on-screen crosshairs for precision aiming. While it's not easy when under pressure and/or aiming at moving targets, a well-aimed pop to the head can down a Pirate in a single shot. Additionally, the fuel-filled barrels on the deck can be detonated by shooting at them, which causes a large explosion that can kill any enemies caught in their blast radius.

BEAT DOWN

Once the first set of Pirates have been dispatched, another two boats arrive and drop off their Pirate payload. These resourceful goons manage to climb on board the dive boat. Nate has two choices: Either take cover and pick them off with his pistol, or run in and engage them in hand-to-hand combat.



HAND-TO-HAND COMBAT

OFTENTIMES, NATE MUST RESORT TO BRUTE FORCE BY FIGHTING WITH AN ENEMY USING HAND-TO-HAND COMBAT. TO ENGAGE INTO HAND-TO-HAND COMBAT, PRESS ● WHEN NEXT TO AN ENEMY. NATE CAN PULL OFF A VARIETY OF BONE-CRUNCHING COMBO ATTACKS WITH DIFFERENT COMBINATIONS OF BUTTON PRESSES, SUCH AS ●, ●, ●, ●, ● FOR A FAST AND FURIOUS COMBO, OR ●, ●, ● FOR A BRUTAL COMBO. AS THE ADVENTURE CONTINUES, HE WILL PERFORM A WIDE VARIETY OF CONTEXTUAL COMBOS, DEPENDING ON THE ENEMY'S HEALTH AND THEIR POSITION IN THE ENVIRONMENT. TO SEE THE FULL LIST, REFER TO THE **TREASURE HUNTER'S HANDBOOK** *ELSEWHERE IN THIS GUIDE.*

The attack continues as more Pirates board the dive boat. Continue to use the various items on the deck for cover and shoot or punch to kill. Don't worry about Elena, she can take care of herself.

EL DORADO

"Over the Mountains
Of the Moon,
Down the Valley of the Shadow,
Ride, boldly ride,"
The shade replied,
"If you seek for El Dorado!"

Edgar Allan Poe, "The Knight of El Dorado"

To the modern mind, El Dorado is a place where a bold adventurer can expect to find miraculous wealth. The name itself means "Golden One". It is a name given both to a mythical Indian city believed to be constructed entirely of gold, to the fabulously wealthy king believed to rule that city, and to the legendary mine all the New World's gold was believed to have been excavated from. No effort to find El Dorado was ever successful, though many attempts to find it were profitable in other ways. Some were so profitable that explorers retroactively tried to claim they found the "real" El Dorado, but usually to no avail.

The most fervent and impressionable believers in El Dorado were convinced it was the ultimate Indian civilization, and would yield unimaginable wealth once pillaged. It was fantasized that all the streets and buildings of El Dorado were made of gold, and the city ruled by an Emperor so wealthy that he covered his body in gold dust and threw emeralds into a certain sacred lake several times a year, as offerings for the gods. All the pots and utensils were made of gold and silver, and the city adorned with gigantic golden statues.

Level heads often discounted these legends, as the natives were known to tell the Spaniards fanciful lies about where rich deposits of gold were located. Even Juan de Castellanos, who penned the first description of the "Golden Man" lake ritual, wrote that, "El Dorado does not and never has had any foundation, beyond what I have declared... I know for sure that it does not certify news of any rich land." Bold words from one of the men whose writings helped perpetuate the legend.

There is reason to believe the lake ritual may have been actually practiced in some form by a culture called the Chibcha, but Castellanos was quite right in saying these people could not control any land like El Dorado. Chibcha territory did not produce gold naturally, so they acquired gold by trading their own abundant salt and emeralds with other tribes. Likewise, when the Spaniards found great quantities of emeralds, it was not in territories where they were naturally produced, but among the tribes the Chibcha traded with to obtain cotton and gold.

There are other sources that brought the El Dorado legend back to Spain and the rest of Europe. Much of what they said was elaborated upon by audiences eager to transform El Dorado into their own heart's desire. Indeed, the legend was most likely created by the Spanish themselves, although always attributed to some nameless Indian captive. In some general way, El Dorado came to represent what all adventurers who went to the new world sought: tremendous wealth, easily taken by the man strong enough to seize it.

FROM BAD TO MUCH, MUCH WORSE

These Pirates are extremely dangerous and resourceful. Having dispatched the handful that managed to climb onto the deck of the dive boat, Nate and Elena find the next ones that appear have a goon with a rocket launcher on the roof of their boat. Don't even try to pick them off. Instead, quickly pinpoint the boat's location and take cover behind an object facing the opposite side.

Weapons Management

Keep an eye on the Weapon Icon in the top left corner of the screen, which appears when Nate has a weapon drawn. The Weapon Icon indicates the current weapon he has equipped. The number to the left of the icon indicates the total amount of ammo available for that weapon. The meter below displays the number of rounds currently left in its clip/magazine.

You can reload Nate's weapon at any time by pressing either **R2** or the directional button ↑. If Nate runs low or out of ammo, he can pick up more from fallen Pirates or draw from an endless supply near the gun case on the crates at the center of the deck. Just stand over or next to the ammo and press to △ pick it up. If Nate cannot carry any more ammo of that type, a red circle with a line struck through it appears over the ammo icon.

REST = REPLENISH

AS NATE TAKES DAMAGE, THE WORLD AROUND HIM DRAINS OF COLOR AND HIS HEART BEGINS TO BEAT LOUDLY. WHEN THIS HAPPENS, HE IS IN GRAVE DANGER OF DYING. IN ORDER TO RECOVER, HE MUST QUICKLY FIND A SAFE PLACE AWAY FROM ENEMY ATTACK WHERE HE CAN REST WITHOUT TAKING ANY MORE DAMAGE. WHEN THE COLOR RETURNS TO THE WORLD, THIS INDICATES HIS HEALTH HAS BEEN COMPLETELY RESTORED.

SULLY TO THE RESCUE!

Keep the rocket-launching boat in Nate's sights and continue to maneuver around cover so that he is always protected behind an object. His dive boat sustains major damage, but at least he and Elena stay alive and in one piece.

After what seems like an eternity, the cavalry arrives in the form of Victor Sullivan aboard his vintage sea plane. You can watch him swoop down from the skies by pressing and holding **L2**.

LOOKING

PRESSING L2 IN CERTAIN SITUATIONS CAN CAUSE NATE TO LOOK IN THE DIRECTION OF AN OBJECT/ITEM OF INTEREST, A SPECIFIC GOAL, OR A DESTINATION THAT HE NEEDS TO REACH. WATCH FOR AN ON-SCREEN PROMPT TO APPEAR IN THE BOTTOM RIGHT CORNER, INDICATING WHEN THESE MOMENT'S ARISE. IF YOU GET STUCK OR DON'T KNOW WHERE TO GO NEXT, TRY THIS HANDY SOLUTION!

Sully comes in fast and hard, buzzing the Pirate boat with his sea plane and giving Nate and Elena the opportunity they need to escape. Unfortunately, the dive boat is a goner, but at least Nate and Elena manage to escape and abandon ship before it goes up in flames.

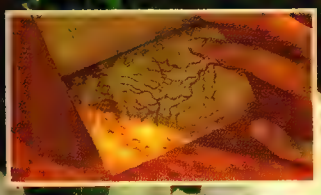
In the cockpit, Nate shares his discovery with Sully, who much to his chagrin, finds out that Elena already knows of its existence. Things just got a bit more complicated...

THE SEARCH FOR EL DORADO

Chapter 2

Safely out of harm's way, Nate and Sully discuss Sir Francis Drake's diary. Nate does his best to explain the circumstances around Drake's voyage to the Pacific where he took the Spanish fleet completely by surprise and captured their ships. Drake took all their maps, letters, and journals, and recorded everything in the very diary Nate holds in his hands. When Drake returned to England, Queen Elizabeth confiscated all of his materials and swore his crew to silence. He must have discovered something on that voyage—something so secret and so valuable the Queen couldn't risk it getting out. Nate flips to the most important page in the diary—a map to El Dorado, rumored to be the "Lost City of Gold". Unfortunately, the last page is torn out.

The discussion turns to Elena, who has now become a liability. While she chats with her producer on her cell phone, Sully convinces Nate to cut her loose before every two-bit treasure hunter knows about their potential find. Before she can react, Nate and Sully motor away from the dock, leaving the reporter behind.



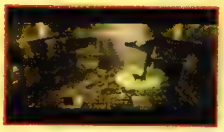
OBJECTIVES

1. *Locate the Temple Ruins*

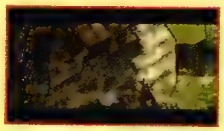
2. *Find the Entrance to the Temple*

3. *Explore the Temple Interior*

4. *Decipher the Mystery of the Symbols*

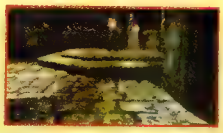


5. *Explore the Well*



6. *Navigate the Collapsing Walkway*

7. *Follow the Trail of El Dorado*



END

START

THE JUNGLE

LOCATE THE TEMPLE RUINS

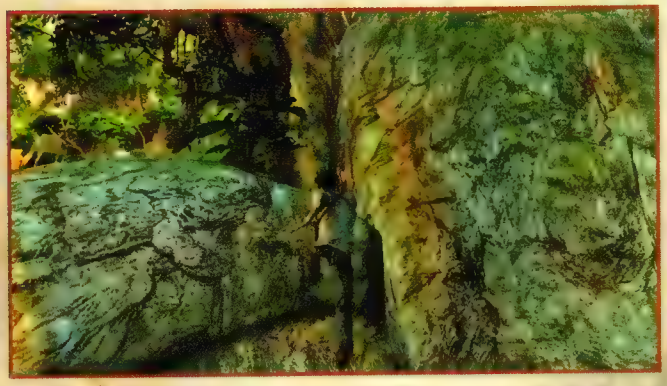
Following the map in Drake's diary, Nate and Sully find themselves deep in the Amazon jungle. With Sully in tow, follow the trail as it leads deeper into the jungle interior. Up ahead, Nate can either follow the path along the creek bed, or climb up onto the rocky outcropping to his right.

THE ADVENTURE BEGINS

CLIMBING

DURING THE ADVENTURE, NATE WILL BE REQUIRED TO RELY ON HIS CLIMBING SKILLS TO REACH NEW AREAS OR SOLVE ENVIRONMENTAL PUZZLES. TO CLIMB UP AND OVER SMALL OBSTACLES, MOVE TOWARD THEM AND PRESS ⊗. TO JUMP UP AND GRAB LEDGES JUST ABOVE HIS HEAD, PRESS ⊗ AND THEN PRESS ⊗ A SECOND TIME TO PULL HIM UP. TO CLIMB CERTAIN OBJECTS, SUCH AS VINES AND LADDERS, SIMPLY PRESS TOWARD THEM USING THE LEFT STICK.

Take some time to get familiar with Nate's physical abilities, such as climbing and jumping. If you jump from one ledge to another, he leaps across.

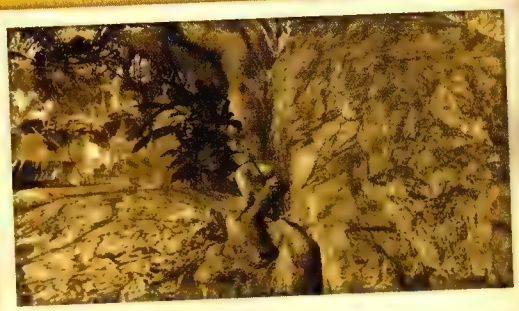


ALL WET

Uncharted is full of amazing details and graphical touches. For example, if Nate walks, swims, or dunks himself in water, parts of his clothing become soaked through. By standing in the sun for a short period of time, however, they gradually become dry.

Follow the creek as it leads between the two large sets of boulders on either side. A waterfall is around the bend, but before moving in that direction, head around the set of boulders to the left—there is a Treasure to be found here.

TREASURES, MEDALS, AND REWARDS

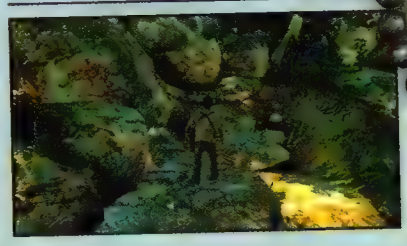


TREASURES

A CRAFTY TREASURE HUNTER SUCH AS NATE CAN ALWAYS SPOT AN ITEM OF VALUE DURING HIS EXPLOITS. KEEP AN EYE OUT FOR SPARKLING OBJECTS CLEVERLY HIDDEN IN THE ENVIRONMENT AND PRESS ● TO PICK THEM UP. ONCE ACQUIRED, TREASURES UNLOCK REWARDS VIA THE BONUSES MENU. TO VIEW THE TREASURES NATE HAS COLLECTED, PRESS ► TO PAUSE THE GAME AND VIEW THE PAUSE MENU, SELECT BONUSES, THEN SELECT TREASURES. THERE ARE A TOTAL OF 60 TREASURES TO BE FOUND IN THE GAME!

TREASURE

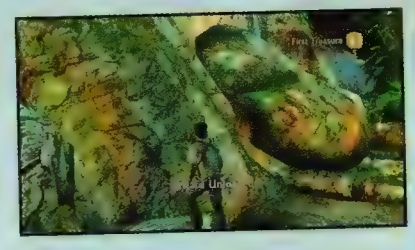
Silver Mosaic Inca Earrning



Nate's first Treasure is in the crevice at the base of the boulders. Look for the glint of a sparkle and press ⊗ to pick it up! Not only does this earn him his first of 60 Treasures, but it also grants him his first Medal.

Medals

Medals are a set of trophies Nate can earn by completing a wide variety of specific tasks and winning Medal Points. Nate earns his first Medal for finding this first Treasure, which nets him five Medal Points. You can view the complete Medals list, which details the parameters for each Medal via the Bonuses Menu. We've also provided the list and the criteria to earn them elsewhere in this guide. There is a total of 1000 Medal Points that can be earned.



Rewards

You can use the Treasure Nate finds throughout the adventure to unlock up to 47 different Rewards. The more Medal Points you earn, the more Rewards you unlock. To select an unlocked Reward, press ► to pause the game and view the Pause Menu, select BONUSES, then select REWARDS. Next, highlight a Reward you want to activate or view and press ⊗. Some Rewards require you to view them by exiting out of the game and accessing the Main Menu.

HOT AND COLD

Take a moment to admire the majestic beauty of the jungle waterfall and then get a move on by following the trail to the right. Continue to weave through the dense foliage until he and Sully reach a clearing.

FIND THE ENTRANCE TO THE TEMPLE

Having arrived at the spot marked by the map in Drake's diary, Nate and Sully find nothing of interest. Sully doesn't hide his frustration, but Nate suggests they take a look around.

Having arrived at the spot marked by the map in Drake's diary, Nate and Sully find nothing of interest. Sully doesn't hide his frustration, but Nate suggests they take a look around.

Locate the shadowed area between the large boulders at the opposite end of the clearing and squeeze between them. On the other side, they find what they're looking for—the ruins of a long-forgotten temple.

According to Nate, these ruins predate the Incans by over 2000 years. The intricately carved walls and platforms are overgrown with large vines and fauna, making it difficult to tell if there is a way past their borders.

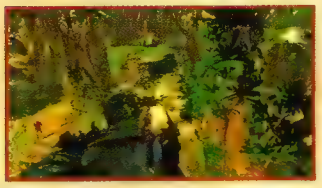
Enter into the clearing and then take a left to locate a corroded section of the ruins just low enough for Nate to climb onto. Continue to climb up to the top of the ledge, then turn to the left so he is facing the wall across the way.

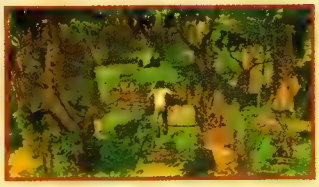
TREACHEROUS CROSSING

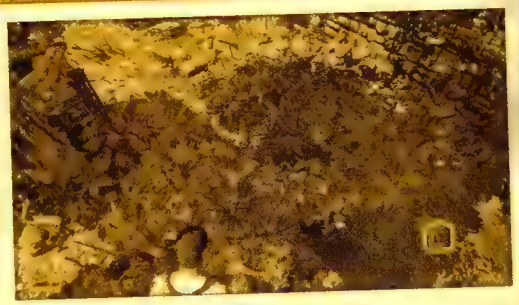
A Leap (or Two) of Faith

In order to get across to the opposite platform, Nate must take a running jump and leap. If the distance is too great to land on his feet, he automatically grabs hold of the ledge, thus stopping his fall. Give it a try to get to the other side.

To continue, leap across to the next platform, and then climb up onto the fallen column, which provides a partial bridge across to the platform in the center of the clearing. Nate must leap from its edge in order to get to the next platform.







A BETTER VIEW

THE VANTAGE POINT FROM ABOVE PROVIDES NATE WITH A BIRD'S EYE VIEW OF THE GROUND BELOW. BY HOLDING DOWN **L2**, NATE CENTERS HIS VIEW ON THE IVY-COVERED SECTION OF GROUND WHERE SULLY DISCOVERS THAT IT'S HOLLOW UNDERNEATH. THERE MUST BE SOME WAY TO SMASH THROUGH IT...

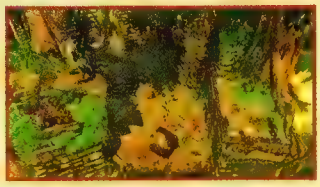
TREASURE

Jeweled Silver Monkey

Before moving on, there is a cleverly hidden Treasure tucked away behind the tree that has taken root on top of the column to Nate's left. Leap across to it and then move him around to the other side of the tree to find the valuable item.

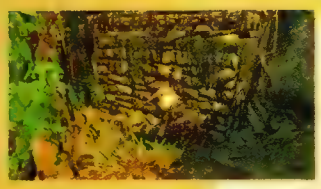
WATCH FOR FALLING ROCKS

Leap back to the center platform. From here, if you look straight across to the back wall, Nate will spy a huge boulder dangling over its precipice. This just might do the trick!

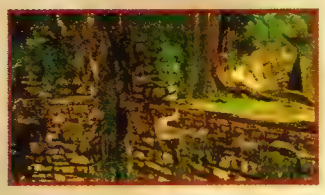


From the center platform, turn to the right and jump across to the next. Nate needs to leap over to the wall along the right perimeter of the clearing; however, the unstable ledge begins to give way, sending a few chunks of wall and debris down to the ground. Once the ledge stabilizes, get a running jump and leap across.

Second Chances



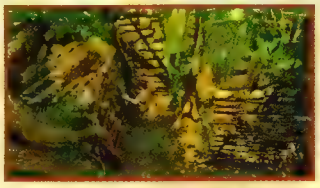
If Nate misses the jump and falls to the ground, don't fret! Instead of backtracking to the corroded ledge to start over, Nate can use the large chunk of debris as a stepping stone to climb up to the ledge of the wall. Just climb on top of it and then press forward with the left stick and press ⊗ to grab the ledge.



While it looks as if Nate has nowhere else to go, he can hang from the ledge of this wall and shimmy to the left, getting him one step closer to his ultimate goal.

Shimmy to the left, jumping the gaps along the wall until he reaches the end. From here, either press the left stick in the opposite direction (in this case, to the left) or tilt the SIXAXIS™ wireless controller toward you, then press ⊗ to kick off and grab the opposite ledge. From here, Nate can climb the last few steps to reach the boulder.

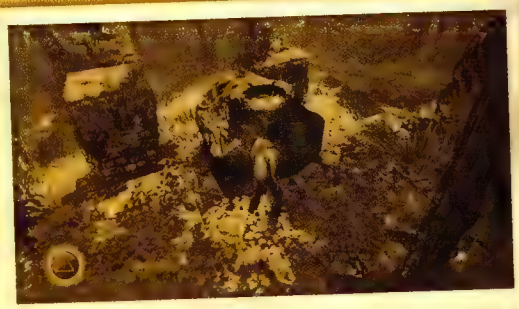
When Nate approaches the boulder, a Special Action Icon appears on-screen. Press ⊗ to interact with the boulder, sending it crashing to the ground below.



LEDGE TRAVERSAL

QUICK AND AGILE, NATE CAN HANG AND SHIMMY AROUND LEDGES, AS WELL AS JUMP FROM ONE TO ANOTHER. TO DROP AND HANG FROM A LEDGE, STAND AT ITS EDGE AND PRESS ●. TO SHIMMY, PRESS THE LEFT STICK IN THE DIRECTION YOU WANT HIM TO MOVE. TO JUMP FROM ONE LEDGE TO ANOTHER, MOVE NATE ALL THE WAY TO THE END OF THE LEDGE UNTIL HE REACHES OUT FOR THE NEXT ONE AND PRESS ⊗. TO JUMP TO A LEDGE BEHIND NATE, PRESS THE LEFT STICK TOWARD THE OPPOSITE WALL AND PRESS ⊗.

USING THE SIXAXIS ™ WIRELESS CONTROLLER: *WHILE HANGING FROM A LEDGE, YOU CAN ALSO USE THE SIXAXIS™ WIRELESS CONTROLLER TO JUMP TO A LEDGE DIRECTLY BEHIND NATE. TILT THE SIXAXIS™ WIRELESS CONTROLLER TOWARD YOU UNTIL NATE REACHES OUT FOR THE OPPOSITE WALL AND PRESS ⊗.*

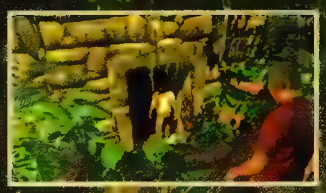


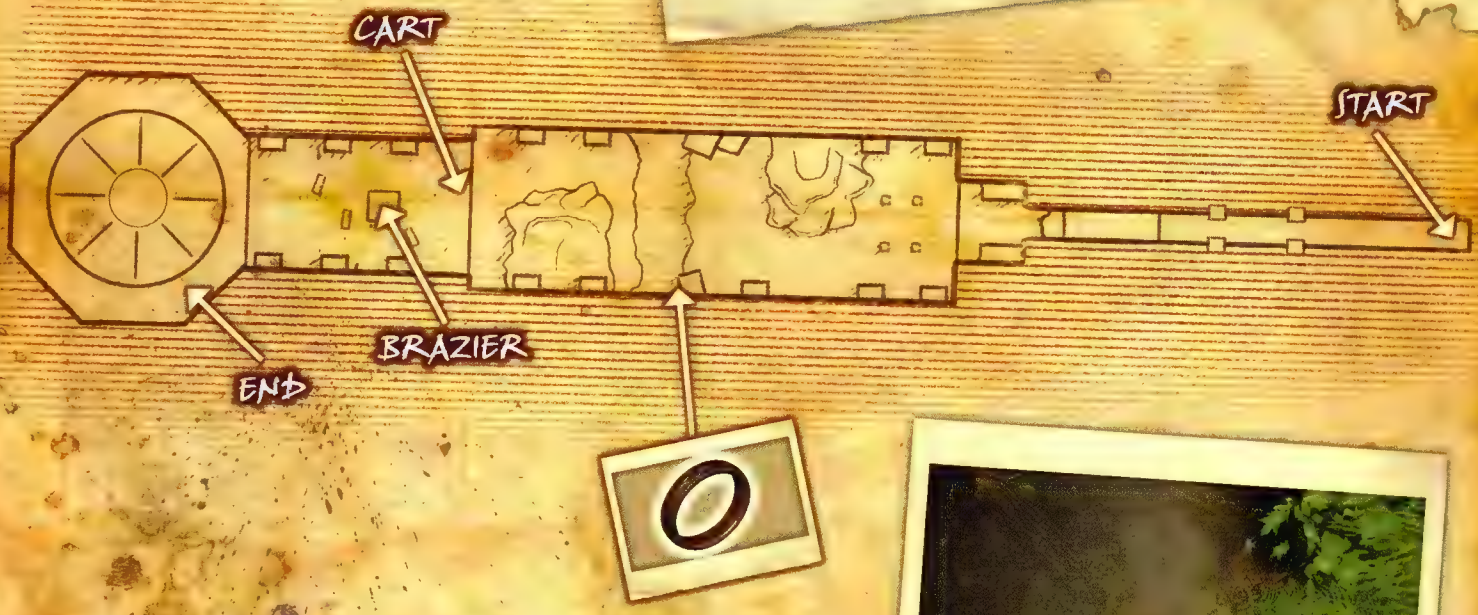
INTERACTION - THE SPECIAL ACTION ICON

SPECIAL ACTION ICONS APPEAR WHEN NATE CAN INTERACT WITH THE ENVIRONMENT OR MUST PERFORM A SPECIAL ACTION, SUCH AS KICKING OPEN DOORS, OPENING A HATCH, OR MOVING AN OBJECT (SUCH AS THIS BOULDER). FOLLOW THE BUTTON PRESSES AND/OR LEFT STICK MOVEMENTS THAT ARE DISPLAYED ON SCREEN IN ORDER TO SUCCESSFULLY COMPLETE THE SPECIAL ACTION.

EXPLORE THE TEMPLE INTERIOR

The weight of the falling boulder created an entrance into the temple interior. Drop Nate down to the ground and then take the stairs leading deep inside. Inside the temple, Nate and Sully turn on their flashlights to disperse the darkness. Upon reaching the bottom of the stairwell, they find themselves in a vast underground chamber.

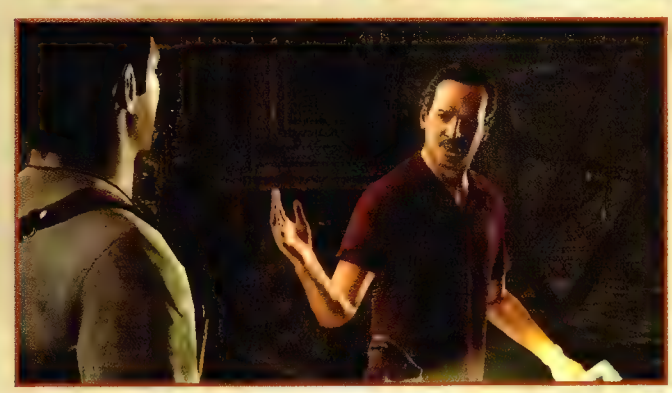




NO TURNING BACK

Expecting to find gold and treasures beyond his wildest dreams, Sully is ultimately disappointed when instead he finds the temple picked clean. By the looks of it, the Spanish Conquistadors found this site before Drake and left nothing behind.

Explaining that he's up to his eyeballs in debt, Sully tells Drake that he has had his share of bad deals lately. If his fortunes don't turn around soon, things could get really bad for this old treasure hunter.



Explore the immediate surroundings and then move Nate toward the back of the chamber. Here he finds a huge chasm separating one area from the other. In order to continue on, he and Sully must find a way to safely get across.

Deliberate Desecration

The large vases found inside the temple can be busted apart with a few shots from Nate's pistol. While they won't reveal anything inside, it's always fun to use them for target practice.

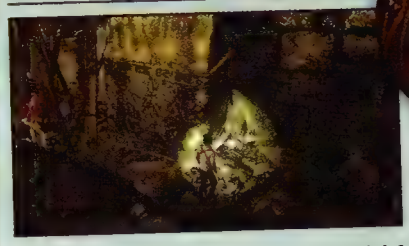
THE BLAST FACTOR

The huge column at the base of the chasm provides the perfect bridge to get across. Serendipity must be shining on Nate and Sully, as there is an old powder keg next to it. Hold **L1** and use the right stick to aim at the keg and then press **R1** to shoot it. The resulting explosion sends the column crashing down across the gap.

Before traversing across the bridge, take a moment to locate this next treasure.

TREASURE

Decorated Gold Ring



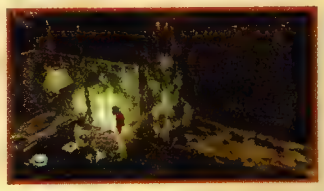
Nate can find a well-hidden Treasure around the large column along the left wall right in front of the drop. Carefully walk around it (there is just enough of a ledge to support Nate) to find the glittering Treasure tucked away in the corner.

DANGEROUS DOORWAYS

Cross the bridge and head to the back left corner of the chamber. Behind the fallen debris Nate finds a weighted chain pulley system that can be operated by quickly tapping ●. As Nate does so, the door in front of him slowly raises.

Unfortunately, the massive door won't stay open, but Sully offers to hold the chain for Nate. Stand aside and let him do the work and then move Nate underneath the door and into the next area.

Sully can't hold the chain forever—he needs Nate to find something to jam it so he can let go and get through. Locate the nearby cart and press and hold ● to push it under the door, allowing Sully to duck underneath.



BURNING BRAZIERS

Trapped inside this next chamber, Nate and Sully have to use their heads to find a way out. Nate recognizes the metal brazier in the center of the room from Drake's diary. To get a good look at it, press **L2**. Once Nate looks at the metal brazier, he can open the diary and turn to the page in question.

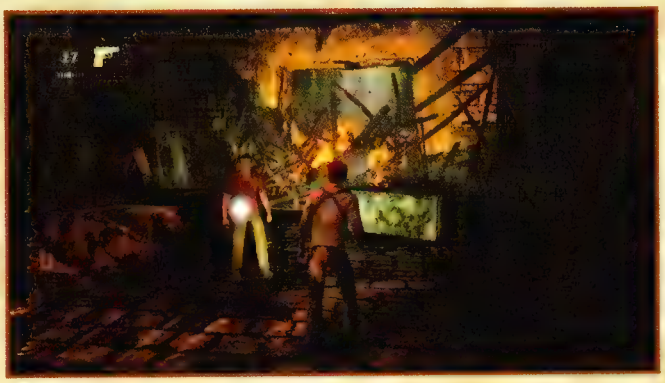
ACCESSING SIR FRANCIS DRAKE'S DIARY

NATE CAN DRAW UPON SIR FRANCIS DRAKE'S LOST DIARY FOR CLUES, HINTS, AND INSPIRATION TO HELP HIM SOLVE THE MANY DEVIOUS PUZZLES HE FACES. WHEN AN INSTANCE ARRIVES THAT REQUIRES THE DIARY, A DIARY ICON APPEARS IN THE BOTTOM RIGHT CORNER OF THE SCREEN. TO ACCESS THE DIARY, PRESS **SELECT** *AND NATE WILL TURN TO THE PAGE IN QUESTION.*

Using the diary for direction, Nate gets Sully to light the brazier with his matches. The result sends a stream of flame across the ceiling, igniting the hanging lamps in the process.

The bone-dry timber and wooden debris blocking the opposite doorway is the perfect fuel for the brazier's flames. Using Nate's pistol, manually aim for the hanging lamp next to the doorway and shoot it, causing some of the lit ashes to drop onto the floor.

With a flash of flame, the debris goes up in smoke and dies down just as fast, creating an opening for the two to continue.



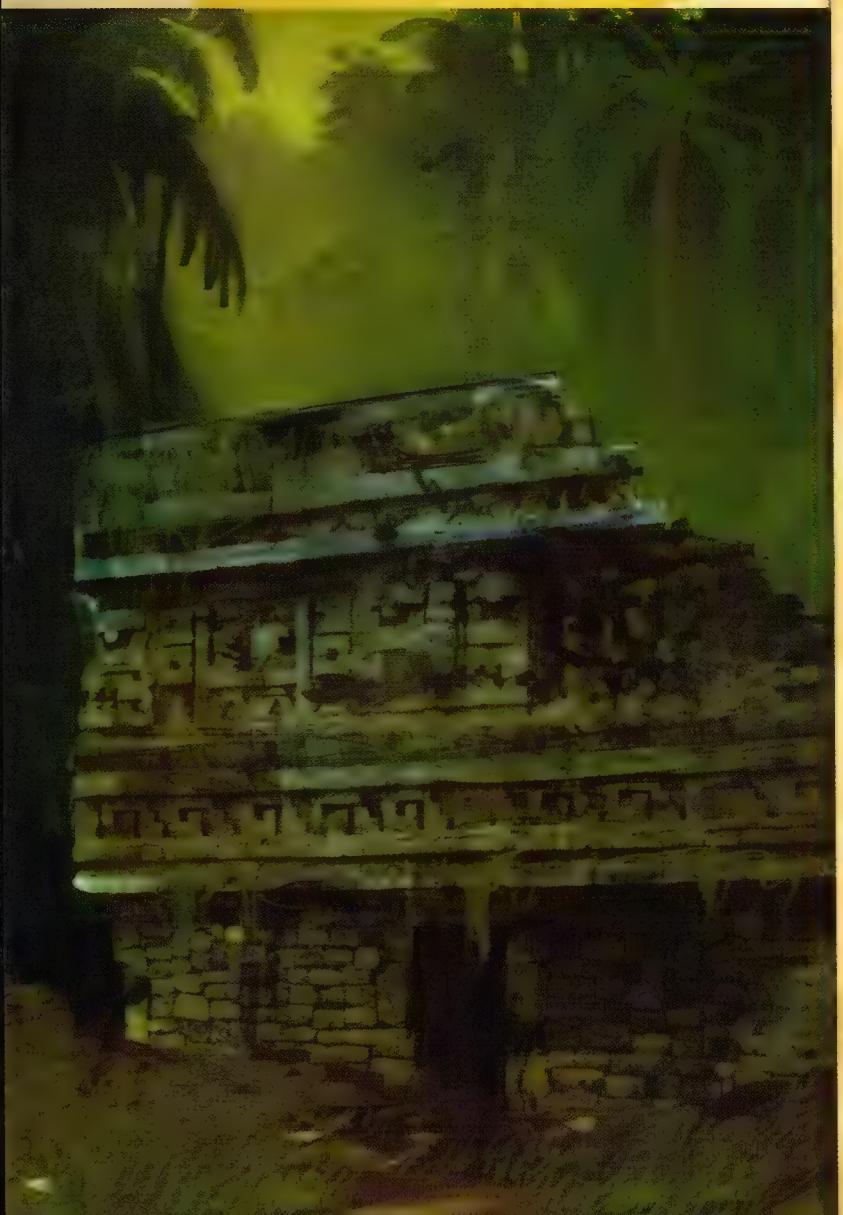
A PERILOUS DROP

Things don't look much better in this next area. A vast, circular chamber presents a deadly drop. In order to get to the bottom, Nate must locate a way to climb down and then also find a way for Sully to get down.

Lining the chamber's walls are small stone handholds that stick out just enough for Nate to grab. Locate the first set to the left of the doorway and then press ⊗ to jump up and grab the nearest one.

A Helping Hand

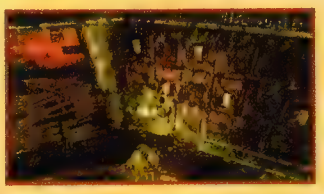
If you get stuck or confused about where to go next, oftentimes Sully will give Nate a clue. In this instance, he shines his flashlight on the nearby wall, indicating that this is the area that Nate must traverse. Thanks Sully!



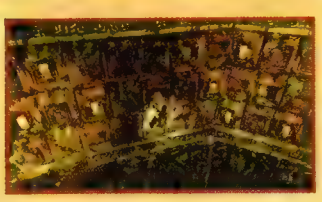
STONE STEPPING

In order to get across to the other side of the chamber where Nate can climb a hanging root down to the bottom, he must leap from handhold to handhold. However, some of them are so old and decrepit that they crumble underneath Nate's weight. If he hangs on these particular handholds for more than a second or two, he risks falling to his death.

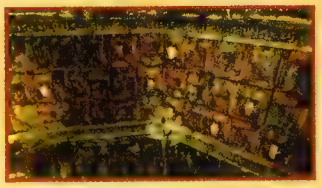
1. Start the traversal by jumping up and grabbing the nearest handhold, then jump over to the one directly to the right.



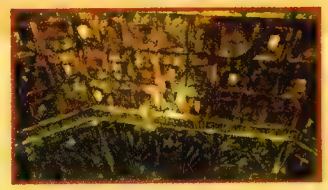
2. Jump to the next one to the right, but quickly jump off it and to the following one to the right before it becomes loose and breaks off.



3. From here, press down and to the right on the left stick and either press ⊗ or ◉ to drop down to the next handhold directly below and to the right.



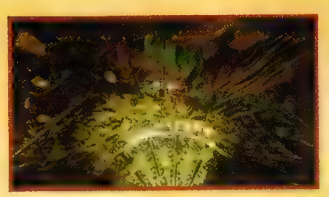
4. The next handhold to the right comes loose—be ready. As soon as Nate grabs it, jump up and to the right to grab the one above it.



5. From here, jump to the right twice, and then up and to the right. Take a breather before moving on.

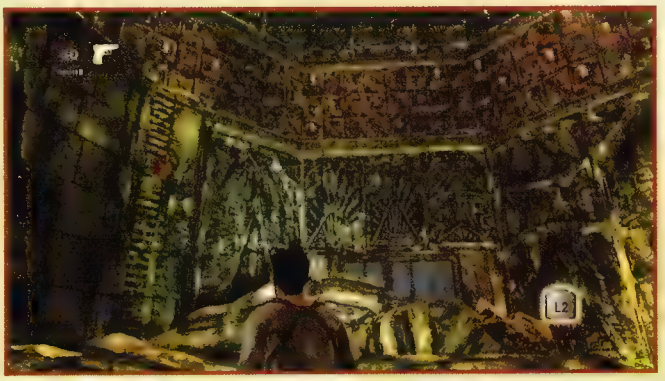
6. For the final set, jump to the right without stopping across the next four handholds. The two in the middle come loose and drop if given the chance.

7. From this handhold, drop down to the right to grab the last one, which is positioned next to the root. Jump over and grab it, then slide Nate down to the bottom.



BRINGING DOWN THE HOUSE

Once back on the ground, locate the powder kegs next to the humongous stone column and shoot them to cause the column to blast into rubble. Doing so exposes a carved set of steps leading down the chamber wall, which allows Sully to climb down. Nate can keep an eye on his progress by holding **L2**.



SIR FRANCIS DRAKE

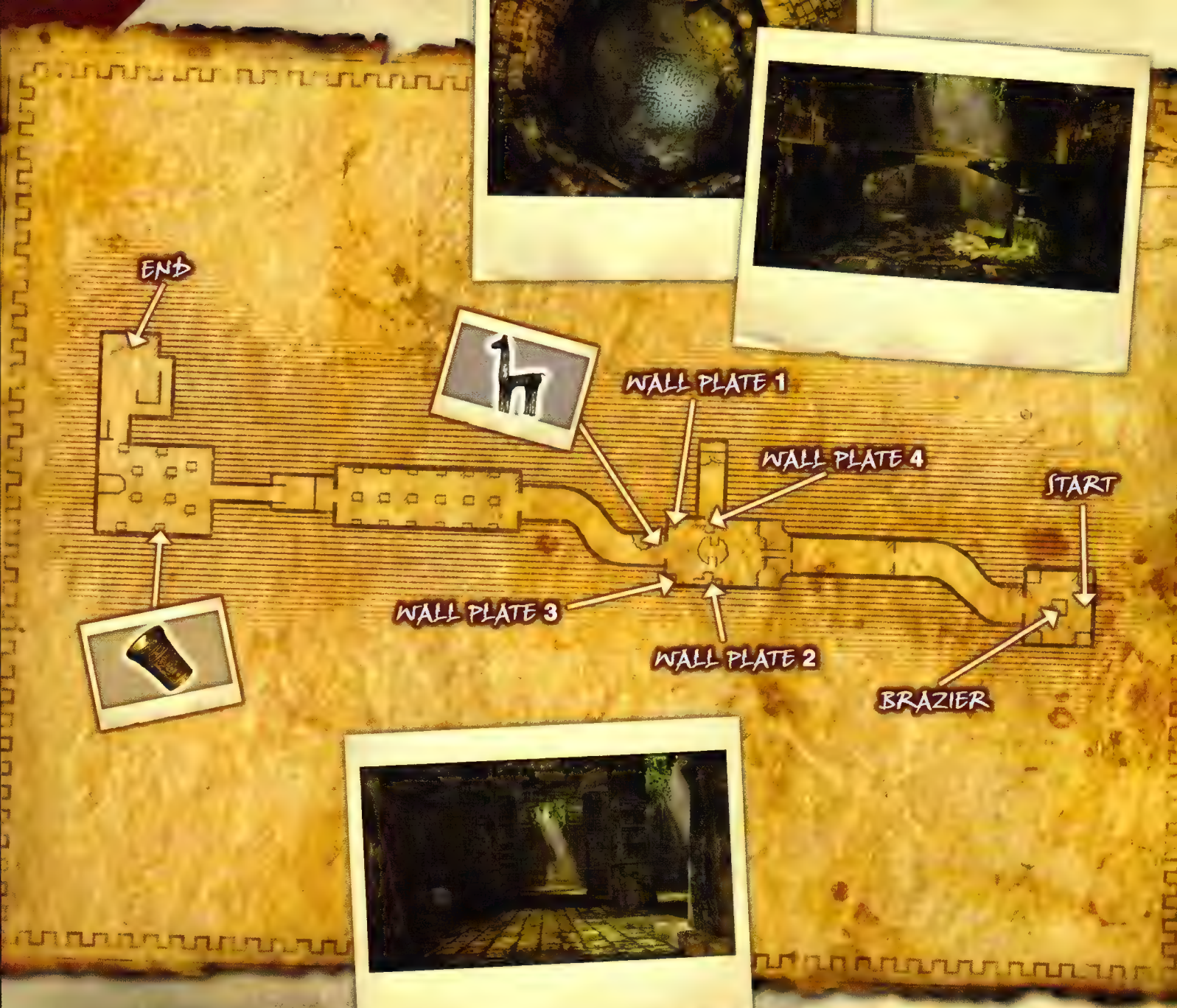
No man more perfectly embodies the image of the 16th-century adventurer than Sir Francis Drake. He was the sort of man who left even his enemies, particularly the Spanish, in awe of him. His fame stretched far beyond his death, enough so that now he's even worthy of mention in video games. A professional celebrity before the term had been coined and a man of action who thrived on a war-torn era, Drake's exploits changed the course of English history.

Ironically, the only fantastic thing he never did was go looking for El Dorado. Perhaps he was much too busy seizing more tangible treasures from Spanish shipping fleets, and ransacking the Caribbean ports they needed for mounting expeditions into the South American interior. At one point Drake even controlled the main port used by seekers of El Dorado, so it's easy to imagine he might have gotten curious about that most fabulous of treasures at least once in his life.

Drake is also one of the more ambiguous figures of the Age of Discovery, as the 16th and 17th centuries are often called. Unlike his contemporary Sir Walter Raleigh, he was not a great writer and left no great body of letters or journals behind that modern historians can study. All his fame is based on accounts other people wrote of his life and deeds, which makes his legend even more amazing.

This is not to say Drake wasn't interested in being famous. Most of his audacious deeds he performed out of self-interest, both to make himself wealthier and impress the Queen and other nobles. Little is known of his past, though it is known that even at the age of 20 he was undergoing long trade voyages to West Africa and the Canary Islands. He was fiercely Protestant in an era when Protestant nations like England were in a bitter conflict with Catholic contemporaries like Spain over, essentially, everything. Drake was an ardent Protestant, and he turned typical English hatred of Spain into a personally defining passion.

Although England and Spain only briefly waged war against each other upon the open seas, England put tremendous effort into trying to siphon away the riches Spain extracted from its overseas colonies in the New World. One of the most efficient means of siphoning was Sir Francis Drake himself, who was happy to despoil hundreds of Spanish ships and present the Queen with substantial amounts of the booty. While he certainly enriched himself in the process, patriotism sometimes coincides with personal benefit.



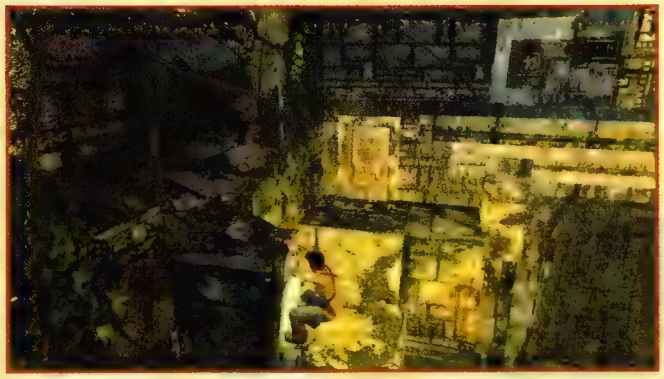
DECIPHER THE MYSTERY OF THE SYMBOLS

Now that Nate and Sully are reunited, they explore deeper into the temple. Let Sully do his job on the next brazier, then follow the dank corridor until the two reach a large sunlit room with a set of pillars in the middle and a circular stone floor in the center.

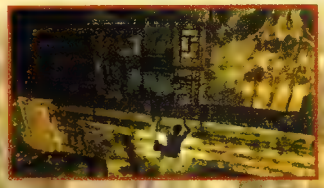
HIEROGLYPHICS

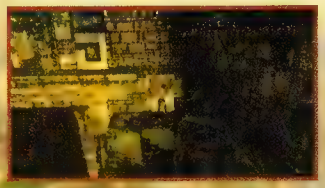
Inside this room are four square pillars set in the ground around the circular floor in the center. Each of these pillars has a symbol carved into it that corresponds with a pressure plate along the room's walls. Nate can access Drake's diary by pressing SELECT and refer to its pages for a clue.

Once on top of the left pillar, leap Nate across to the column set in the wall—there is just enough of a handhold for him to grab onto. From here, shimmy around to the other side and jump onto the ledge behind Nate.



Up here, Nate can grab the small ledge running along the back wall and shimmy across to the right where he finds the first of four wall plate symbols. Press ▲ to activate the wall plate, which, in turn, raises a pillar on the ground.



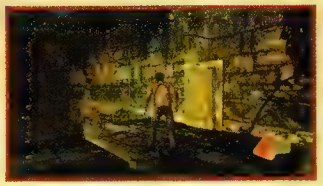


Wall Plate #1

The first of four pressure plates is located in the back right corner of the room. To reach it, Nate must navigate around the ledges and pillars along the perimeter.

Wall Plate #2

The second wall plate is set in the wall at the base of the left pillar. Nate can easily scramble up its side, shimmy/leap from along the left wall, or jump across the gap to reach it.



Wall Plate #3

The third wall plate is located in the back left corner of the room. Nate has already been here once before on his way to wall plate #1. To reach it, leap over to the column set in the left wall, shimmy around to the other side, and then jump off toward the ledge behind him. Press the plate to raise the third of four pillars in the ground below.

Pick Your Poison

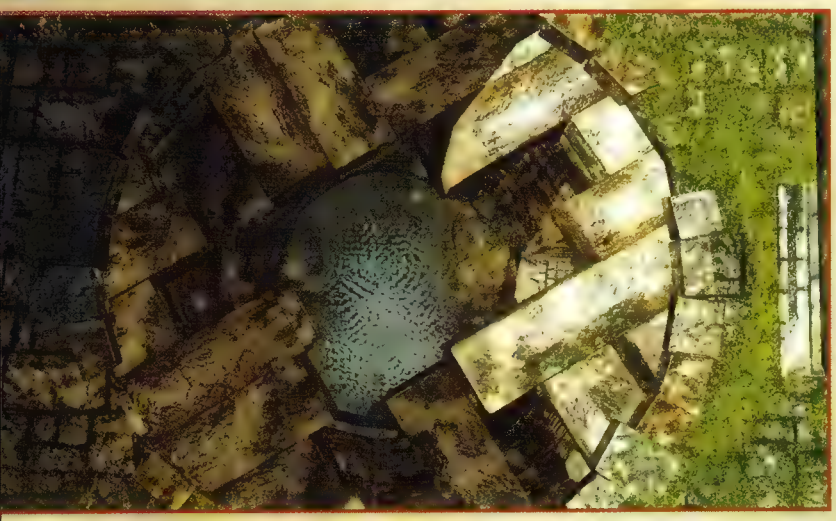
There are a variety of ways Nate can choose to navigate the chamber walls. From the ledge at the top of the staircase, he can shimmy or leap across the ledges to get to the stone pillars in the middle. Or, he can also climb up the ledges on the pillars themselves. Either way, you want to maneuver him to the top of the left hand pillar to start.

Wall Plate #4

The final wall pressure plate is set in the wall at the base of the right pillar. As before, choose the route you want to take to get Nate there and then press △ when standing in front of it to push it in.

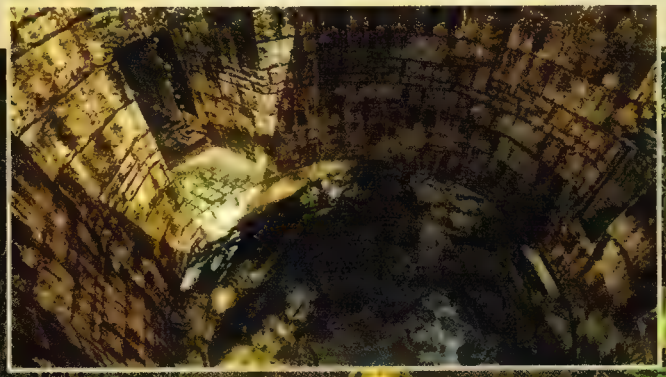
EXPLORE THE WELL

With all four pillars raised, the circular floor gives way revealing a deep well below. The drop is too far for Nate to survive by jumping in, however, there is a ladder set in its side he can climb down. Leave Sully behind for the moment and go exploring.

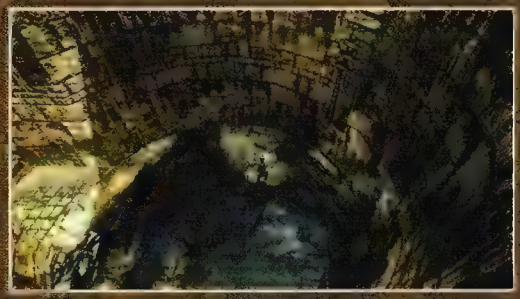


WELL WISHING

Climb down the length of the ladder, which doesn't quite reach the bottom of the well. From here, Nate can only shimmy to the left, leaping over to the next ledge, and then leaping once more to reach solid ground.

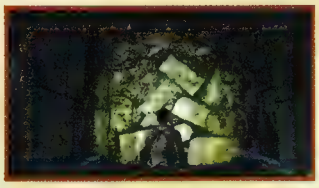


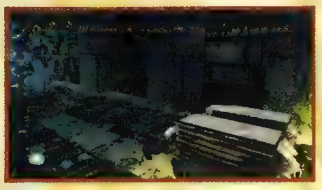
BAD THINGS COME TO THOSE WHO WAIT



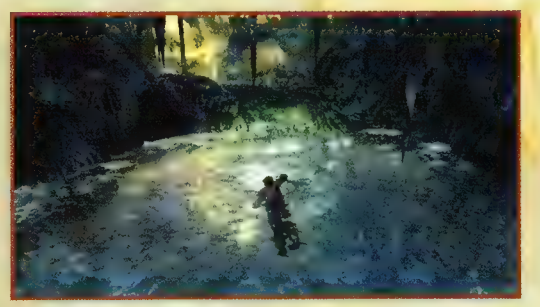
Don't spend more than two or three seconds on the ledge between the ladder and the opening to the left. If Nate stays on much longer it crumbles under his weight, sending him to a watery grave.

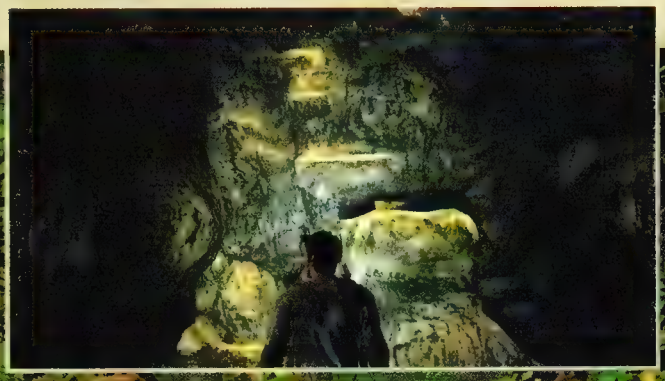
The corridor beyond the well leads to a quick dead end. Fortunately, moving the stone block set in the groove on the floor opens a waterway somewhere above, sending a cascade of water into the well. To move the block, position Nate around its backside and press and hold △ until it clicks into place.

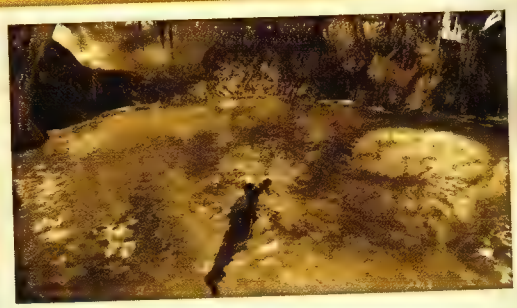




Dive into the water and take a dip and then swim over to the ledge and press ⊗ to pull him out. There is a set of stone platforms and ledges set in the back wall of this cavern that lead back up to the top.







SWIMMING

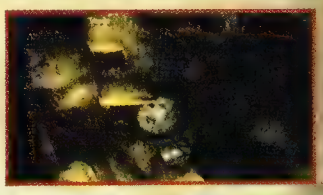
SWIMMING IS AS SIMPLE AS MOVING THE LEFT STICK IN THE DIRECTION YOU WANT NATE TO GO. TO EXIT OUT OF THE WATER, FIND A SHALLOW LEDGE AND PRESS ✕.

TREASURE

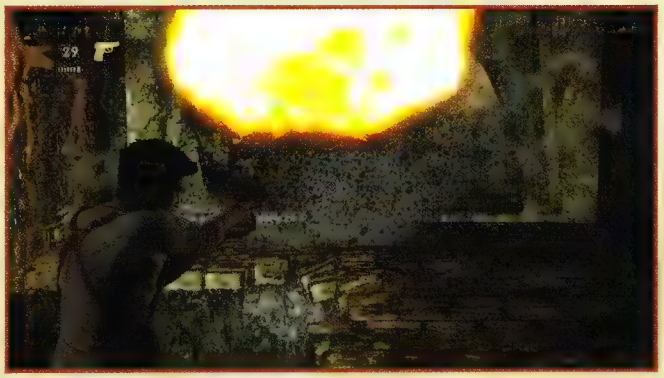
Silver Llama

Before climbing the back wall, there is a Treasure hidden in the darkness at the back of this cavern. Maneuver Nate between the right back wall and ledge to find it!

When you're ready, leap from platform to platform, ascending up the ledges until he reaches the final one. From here, jump and grab the small ledge along the right hand wall and then grab the root to climb out of the well and into the corridor above.

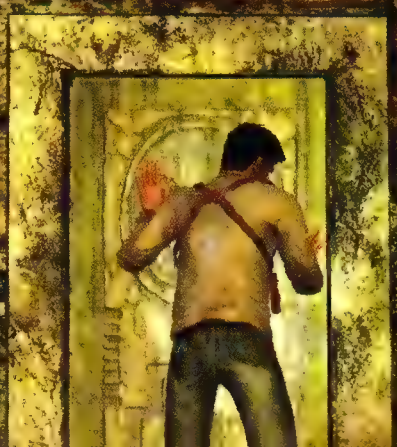


Up top, jump off the root and back onto solid ground, then back away from the powder kegs to a safe distance and detonate them with a well-aimed shot, destroying the doorway behind them and reuniting Nate with Sully in the process.



IT TAKES TWO

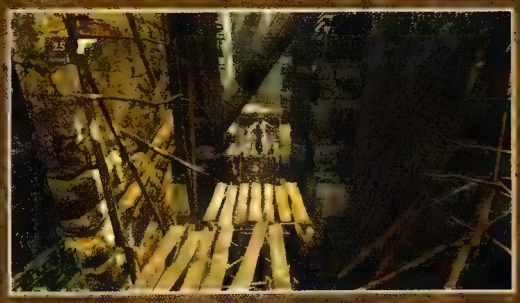
At the end of this corridor, Nate and Sully come to a closed doorway with chain pulley systems on either side. Approach either the left or right chain with Nate, and Sully grabs the other. Together, by rapidly pressing △, the two can pull the chains and open the doorway.



NAVIGATE THE COLLAPSING WALKWAY

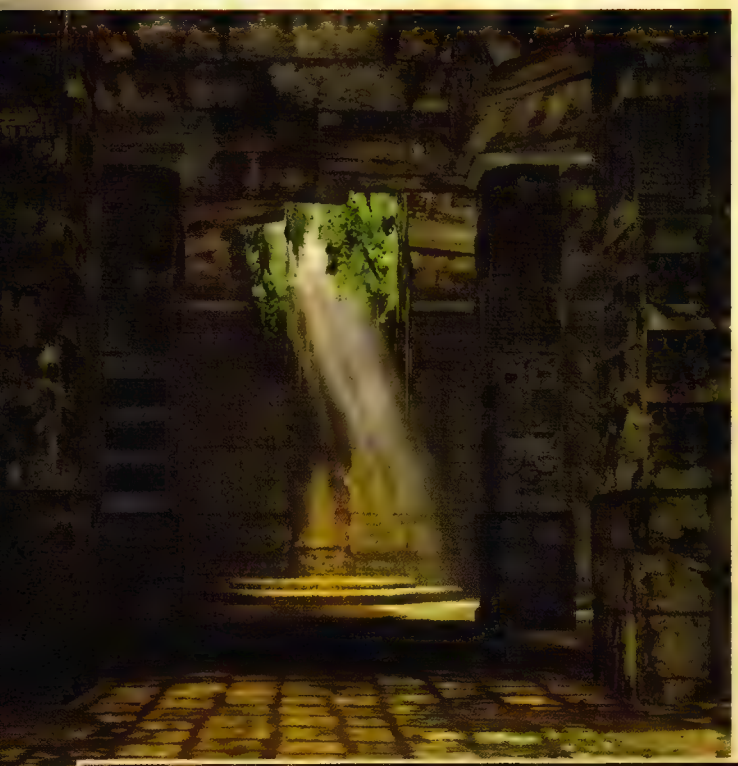
Walking Nate onto the walkway beyond is not the best idea, but it's the only choice there is. Once he reaches the point of no return, the whole thing begins to break apart at the seams, falling into the crevice below. At this point, Nate breaks into a sprint and the camera rotates around him to view him from the front side. Press down on the left stick and run, keeping ahead of the crumbling walkway nipping at his heels.

JUMP!!!



Be ready for hazards in Nate's path as he runs for his life. The first is a gap in the walkway he must leap across. As soon as he reaches it press ⊗ to make it to the other side.

Follow the walkway as it turns to the right and then straightens out once more. At the very end of the walkway, Nate must perform a second leap of faith, jumping for the ledge that marks the space between life and death.



Once safe, pull Nate up, turn around, and hold **L2** to watch Sully take the now safe route across. Reunited once again, ascend the stairs up to this next chamber.

FOLLOW THE TRAIL OF EL DORADO

Inside the chamber, Nate and Sully discover an alcove where there once stood a huge golden statue—El Dorado, "The Golden Man". Nate surmises that the Spanish dragged it out on rolling logs. With no other choice, they decide to follow the tracks carved into the ground by what must have been its incredible weight.

TREASURE

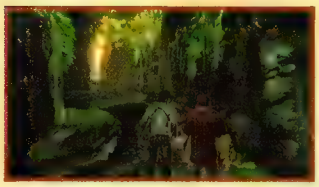
Golden Inca Cup

Don't leave this chamber before grabbing the Treasure it holds! Facing the stairway leading back to the collapsing walkway, it can be found amongst the skeletal remains along the rubble at the back right wall (next to the breakable vase). Doing so also earns Nate his second Medal, the Beginner Fortune Hunter.

DEAD ENDS

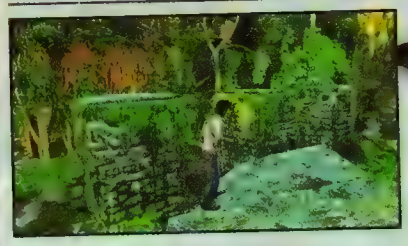
Follow the indentations in the ground as they lead Nate and Sully through the temple's twisting corridors. Eventually, the tracks abruptly stop at an opening in the temple wall, which leads back outside to the jungle.

With nowhere else to go, drop Nate down to the ground then head up the path between the columns and exit this area. At the top of the path, Nate and Sully come across a majestic yet strange scene. In the distance is a humongous German U-boat half-submerged in the river at the base of a waterfall. Things just got much more interesting...

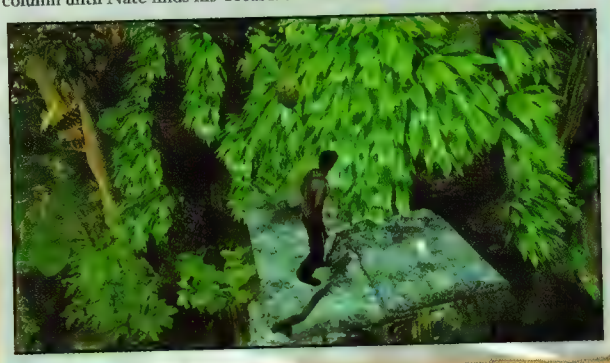


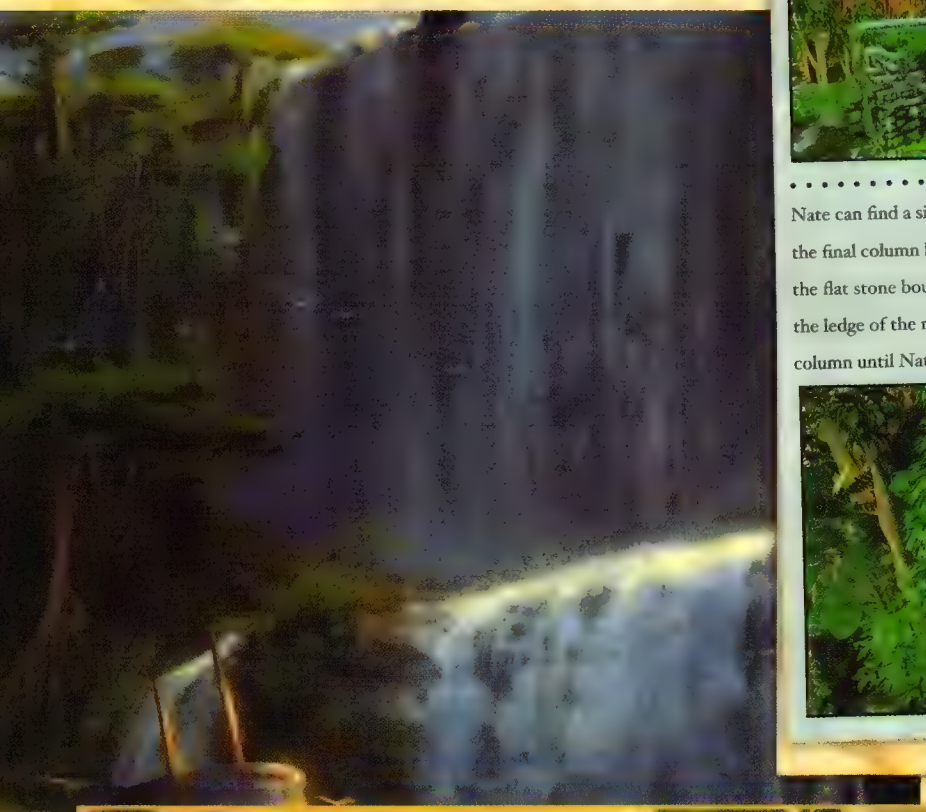
TREASURE

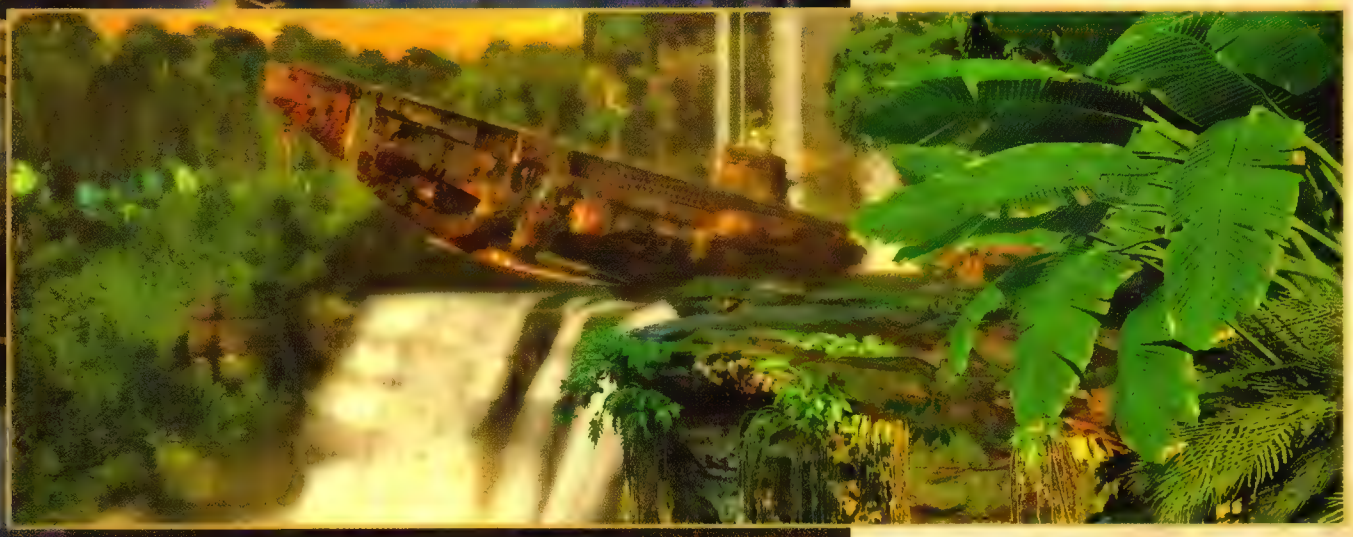
Silver Turtle



Nate can find a sixth Treasure in this area outside. Its location is on top of the final column leading toward the top of the path. To reach it, hop on to the flat stone boulders to the right of the temple exit, then leap and grab the ledge of the nearby column. Pull Nate up, then leap from column to column until Nate finds his Treasure—the Silver Turtle.







A SURPRISING FIND

Chapter 3

Having stumbled across a surreal scene, Sully and Nate discover a World War II era German submarine half submerged in the jungle river.

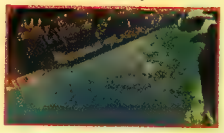
Relying on his intuition, Sully has a bad feeling and doesn't want Nate to go anywhere near the U-boat. Never one to back down from a challenge, Nate decides not to heed Sully's warning, and gives the old treasure hunter Drake's diary to hold onto as he sets out to explore the U-boat's interior.

OBJECTIVES

1. *Find a Way Onto the U-boat*

2. *Search the U-boat Interior for Clues*

3. *Return to Sully*



4. *Escape From Roman and His Thugs*

5. *Shoot Your Way Back Through the Temple*

6. *Find a Way Out of the Jungle*

START/END

ENTRANCE TO U-BOAT

GERMAN U-BOAT

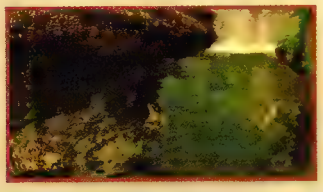
FIND A WAY ONTO THE U-BOAT

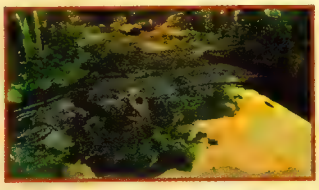
The path of El Dorado has led Nate and Sully to the rusted hull of a German submarine. In order to explore its contents, Nate has to find a way inside.

GETTING WET

Hop into the water and start swimming toward the back of the U-boat. Keep Nate away from the top of the fall, as one wrong move can send him over, dashing him against the jagged rocks below.

There is a small alcove of land along the edge of the water around to the right. Find a place to pull Nate up and then locate the small boulder near the back wall. Climb up to the ledge above it and then get ready to rope swing using the hanging vine.





ROPE SWINGING

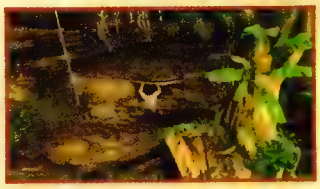
RESOURCEFUL AND A MAN OF MANY TALENTS, NATE CAN USE SUSPENDED ROPES OR VINES TO SWING ACROSS WALLS IN ORDER TO CONTINUE HIS PROGRESS. ONCE HANGING FROM THE ROPE OR VINE, YOU CAN MOVE NATE BACK AND FORTH AND GAIN MOMENTUM BY PRESSING THE LEFT STICK IN THE DIRECTION HE IS RUNNING. WHEN HE HAS GAINED ENOUGH MOMENTUM, PRESS ⊗ TO JUMP OFF.

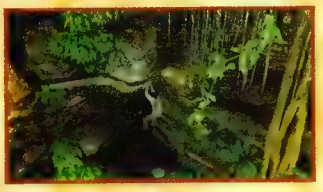
THE PRECIPICE

Jump up and grab the vine and then swing back and forth until Nate is going fast enough to leap off to the right and grab the ledge. From here, follow the rocky path to the right and then jump up and grab the small ledge above him.

Next, shimmy to the left and leap to the next vine, using it to swing across to the left and gain enough momentum to grab the ledge beyond.

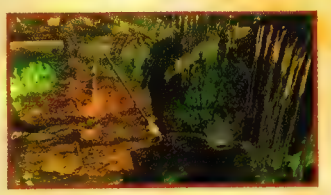
From here, continue to shimmy to the left, then leap to the next small ledge in the mountain wall at the edge and climb up to the platform above him.





The dangerous traversal continues along this small ledge. Follow it until it ends, jump and grab the crevice above, then shimmy to the left until Nate cannot progress any further.

The hanging vine to the left may look like it's out of Nate's reach, but a leap of faith proves otherwise. From here, use it to swing to the next set of ledges to his left, shimmying around the lowest of three to hop up to the one in the middle, then hopping up once more to reach the highest.



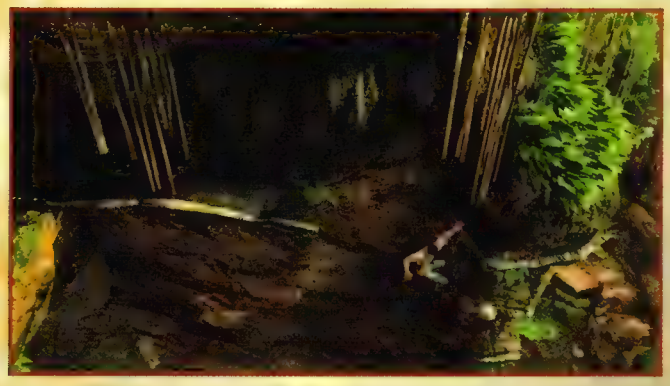
TREASURE

Gold Tairona Pendant

The path continues to Nate's left, however, he can find another Treasure by first shimmying to the right. Follow the ledge until you can climb Nate up and grab the Treasure found on this small platform.

DON'T LOOK DOWN!

Drop and hang from the ledge (press ◉ while standing at the edge) and shimmy the opposite direction until Nate reaches a gap. From here, leap to the opposite ledge and pull him up, then follow the potentially dangerous path as it leads along the mountainside.

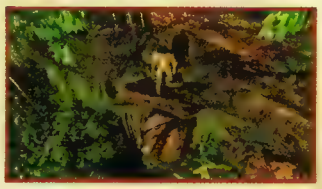


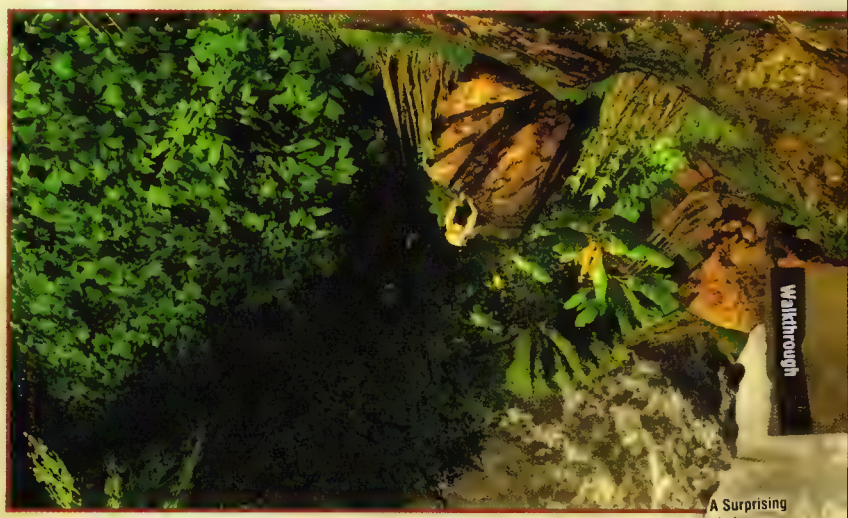
A Killer View

Yes, Nate has an important objective to achieve, but there's always time to stop and enjoy a breathtaking view such as this one. Check out the amazing hues as the sun begins to set along the horizon and watch as the birds dart back and forth in the pre-dusk sky.

The path becomes too narrow for Nate to walk on, causing him to drop and hang from the ledge. From here, continue to shimmy to the left until he can pull himself up once again.

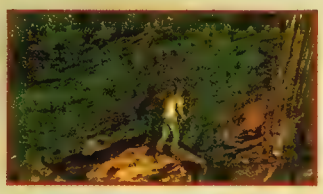
Carefully drop down to the small ledge at the end of the path, then hang and drop down to the ledge directly below. It's a scary drop for sure, but he catches the edge, allowing you to pull him up to safety.

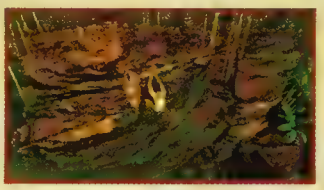


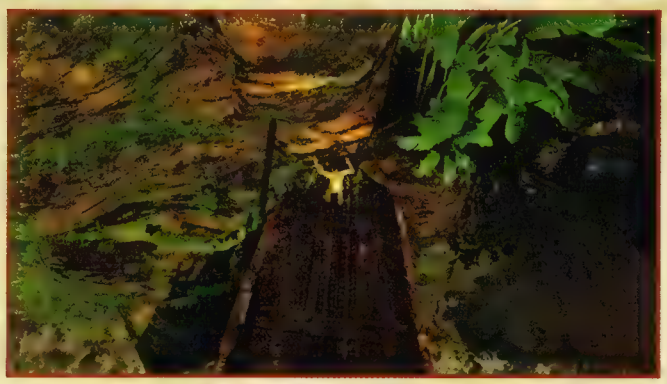


The next few jumps require Nate to leap from one ledge to the next, getting a little bit closer to the U-boat's deck with each hop. Carefully aim Nate so he does not overshoot his approach.

From the final ledge, hop up the small step, hang over the side and shimmy across the crevice, and then jump to the ledge to the right. To get safely onto the U-boat, just drop down the set of ledges until Nate is back on solid ground.







TREASURE

Gold and Turquoise Inca Earring

Believe it or not, there is a Treasure on the deck of the U-boat. Its location can be found at the very tip of the bow. Carefully walk out to the edge to find it and claim the prize.

SEARCH THE U-BOAT INTERIOR FOR CLUES

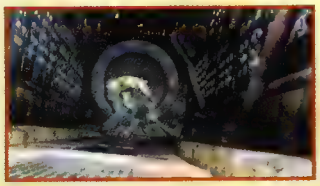
Climb onto the U-boat's tower to locate the open hatch leading inside and drop down the ladder. Once inside, Nate can slowly explore the sub's compartments by following its hull toward the bow.

FEATS OF STRENGTH

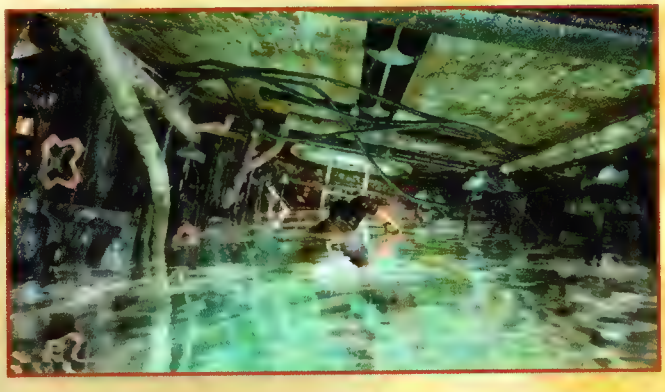
INSIDE THE U-BOAT, NATE ENCOUNTERS A SERIES OF CLOSED HATCHES. TO OPEN THEM, YOU MUST FIRST RAPIDLY TAP ● TO LOOSEN THEIR HAND WHEELS AND THEN ROTATE THE LEFT STICK IN A COUNTER-CLOCKWISE DIRECTION TO SPIN THEM OPEN.

FOOL'S GOLD

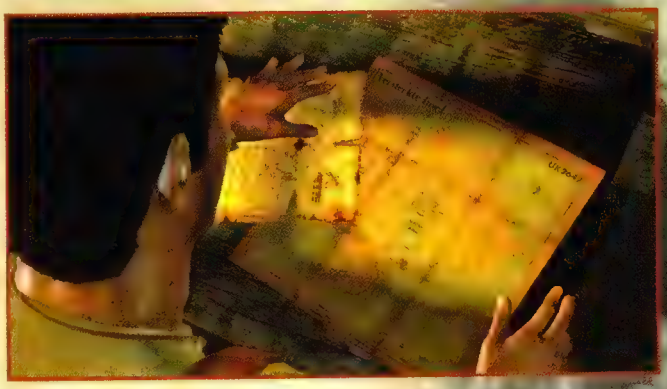
Exploring deeper into the sub's hold, Nate comes across the rotted remains of a German U-boat crewman. Moving the body aside causes a handful of Spanish reales to spill from its pockets, only these coins are stamped with a mint mark Nate has never seen before.



As Nate reaches the sub's lower decks, he finds them flooded. In order to reach his final destination, Nate must swim the rest of the way to the ladder at the end.



A few final compartments lead to what Nate is looking for—the Captain's quarters. Pulling aside a rotting curtain reveals that the Captain still presides over his ship, except in a grotesque and twisted mummified state. Upon closer inspection, Nate learns that he was murdered in some brutal way.



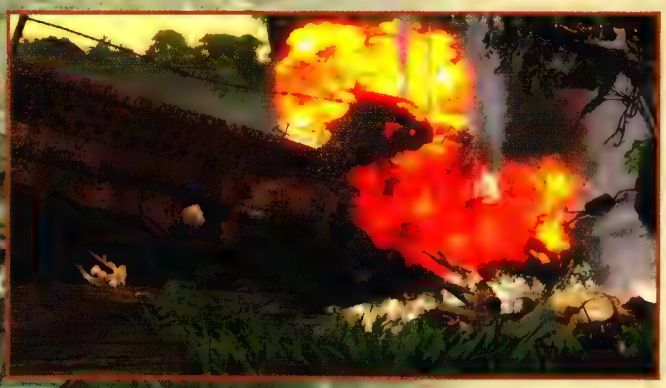
The Captain is clutching what looks like some sort of treasure map, which turns out to be the missing page of Drake's diary. On the Captain's desk Nate finds a German naval map depicting the same island, marked with a set of Kriegsmarine coordinates: UK2642. He pockets the two documents, and uses a large wall map to pinpoint the island's location. He finds what he's looking for. As Nate calls Sully to tell him about his find, their conversation is abruptly cut off.

RETURN TO SULLY

With nowhere to go but back, retrace Nate's steps in order to return to Sully and find out why he is no longer in communication. Nate's luck doesn't hold out for long, as he pushes a hatch open and knocks its door into a torpedo, causing the old projectile weapon to activate. Nate quickly jumps into the torpedo hatch in an effort to escape.

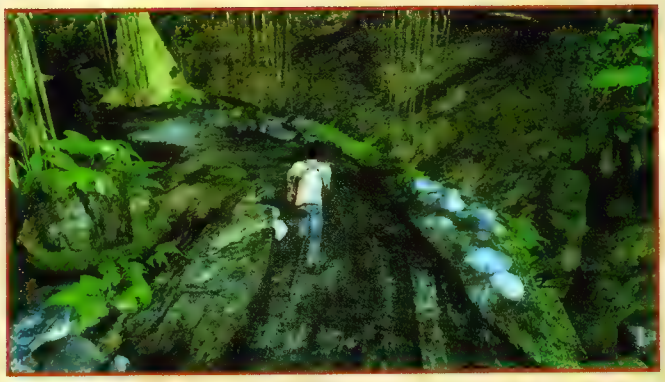
MEET GABRIEL ROMAN

Nate makes it out of the sub but is accosted by a man named Gabriel Roman and his thugs. It turns out that Sully owes this man money—a lot of money. Roman reveals that Sully told him about El Dorado, and he wants the map. Nate offers up the Kriegsmarine map, which Roman takes, and then proceeds to shoot Sully in the heart. Before Nate can retaliate (or get shot himself), the torpedo blows and the sub goes up in a huge explosion. The resulting chaos is the only opportunity Nate has for escape. Run!



ESCAPE FROM ROMAN AND HIS THUGS

There's no time to waste—Roman and his thugs begin shooting at Nate with extreme prejudice. Start sprinting down the trail to escape their shots.

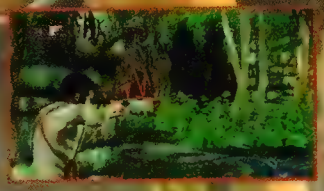


AN UNHAPPY REUNION

Continue to run back toward the temple. As Nate nears the opening leading back in, he runs into Elena Fisher who is still smarting from being left behind. After taking a much-deserved sock to the face, he explains that Sully is dead and they are next unless they can escape. At least she is carrying a spare gun, which she hands to Nate.

FISTS OF FURY

Be ready to take on would-be attackers standing in Nate's way with a series of quick punches. You should always keep Nate moving, but definitely break out a brutal combo (●, ●, ●) or two to quickly eliminate anyone obstructing his path.



SHOOT YOUR WAY BACK THROUGH THE TEMPLE

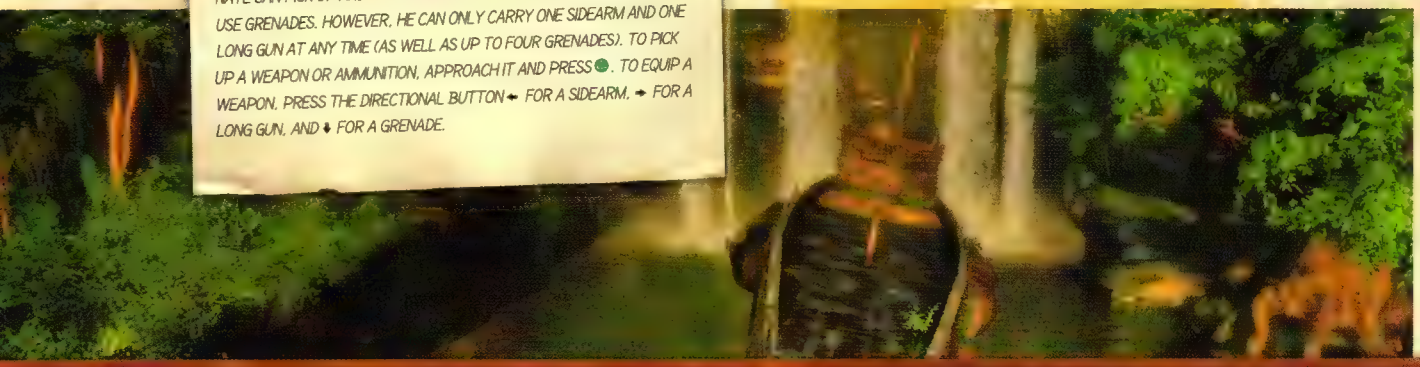
Roman's thugs have breached and taken the temple, which means that Nate and Elena are going to have to shoot their way through. Don't attempt to rush in run-and-gun style, as this will most assuredly get Nate killed. Instead, take cover behind a column by approaching it and pressing ●, then duck out and pick them off as quickly as possible by holding L1 and pressing R1. There are at least three guards in or around the temple entrance, and a fourth, AK-47-wielding thug inside the first corridor. Be sure to pick up his weapon once he's been downed.

WEAPON SELECTION

NATE CAN PICK UP AND FIRE A WIDE VARIETY OF FIREARMS, AS WELL AS USE GRENADES. HOWEVER, HE CAN ONLY CARRY ONE SIDEARM AND ONE LONG GUN AT ANY TIME (AS WELL AS UP TO FOUR GRENADES). TO PICK UP A WEAPON OR AMMUNITION, APPROACH IT AND PRESS ●. TO EQUIP A WEAPON, PRESS THE DIRECTIONAL BUTTON ← FOR A SIDEARM, → FOR A LONG GUN, AND ↓ FOR A GRENADE.

HANG AND SHOOT

Nate can also shoot while hanging from a ledge or platform. You can try this move out now inside this first hallway. Quickly jump up and grab the ledge, hold **L1** to peek over, then use the right stick to aim and press **R1** to pick off the Pirate above.



SIR WALTER RALEIGH

Raleigh, much like Francis Drake, is one of the enduring symbols of the Age of Discovery. He was born the younger son of a lesser noble, relying on his father's chain of wise marriages into powerful families to begin climbing the social ladder. His intelligence and education were exceptional, and allowed him to make a name for himself as a soldier, sailor, and tactician... as well as a writer, scientist, and diplomat. He was one of the most literate men in Europe, able to read in English, French, and Spanish, and possessing a sizable collection of books.

First gaining the favor of Queen Elizabeth and then amassing great power at court, Raleigh was soon put in command of the British Navy. He worked, and hard, to try and expand the Queen's power and maintain the nation's economic and military might.

Raleigh invested Britain's resources in building one of the most powerful navies the world had ever yet seen. Raleigh's new ship designs were swifter and packed longer-range cannons, letting them outmaneuver and dominate competing Spanish ships.

He refined navigation practices of the time, correcting star charts and advancing the mathematical principles used to guide ships in that long-ago era before GPS systems.

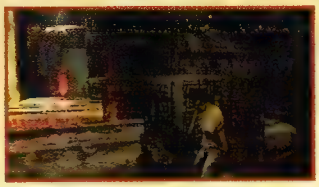
With the force of his new British Navy behind him, he masterminded the defense of the English Channel in 1587 that devastated the numerically superior Armada. Only half of the ships that were present when the attack began were able to make the long retreat back to Spain, and bad weather devastated much of the retreating fleet.

He was also, perhaps above all other Englishmen, the one most obsessed with finding El Dorado. He made two trips to the region he believed to contain El Dorado, and perhaps came closer to attaining it than any other man. Two hundred years after his death, the American poet Edgar Allan Poe immortalized Raleigh's quest in a poem called "The Knight of El Dorado". Why would a writer associated with horror and melancholy choose Raleigh as a subject? As you'll see as you read on, Raleigh's obsession with El Dorado was ultimately his ruin, downfall, and death.

SHOOTING GALLERY

Inside the statue chamber, Nate and Elena encounter two more guards. Quickly take cover behind one of the pillars at the back of the room and pick them off. Remember, well-aimed head shots can instantly stop a thug cold in his tracks.

Roman's goons seem to be coming out of the woodwork. Nate and Elena encounter another along the wooden walkway area. Use the columns at the base of the walkway for cover in order to safely pick him off.



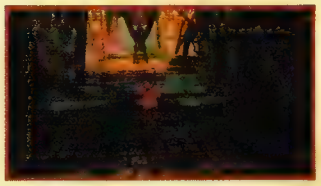
On a Roll

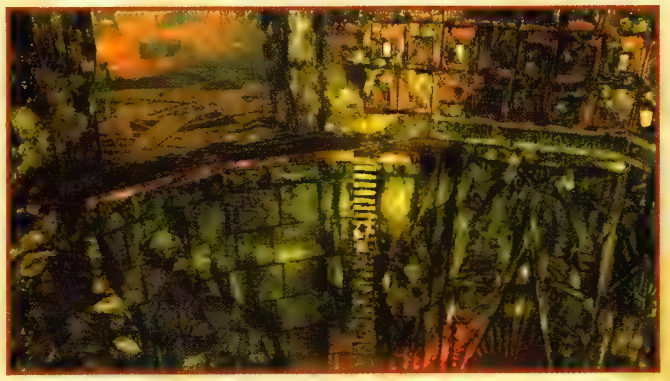
Don't forget that Nate can roll from cover to cover, which can come in handy when attempting to avoid enemy fire or get a better vantage point. To do so, take cover, point the left stick in the direction you want him to roll, and then press ◉.

More gun-toting guards greet Nate and Elena as they cross the walkway area. Use the stone pillars in the center for cover and carefully pick them off.

Continue to slowly move forward, looking for any cover opportunities available while taking down the guards, and head back toward the temple entrance. Along the way, Nate and Elena must shoot their way through some familiar ground, such as the symbol chamber and brazier rooms.

When the two reach the large circular chamber, locate the ladder and climb out.



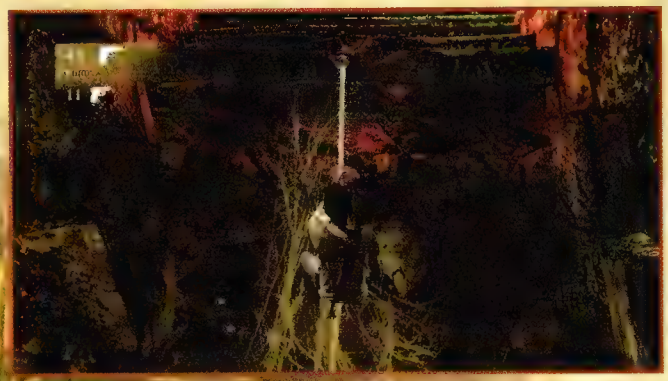


Follow the Flares

If you find Nate is lost or you're not sure where to go next, use the flares on the ground to lead to the temple exit.

A last shootout in the final chamber is all that stands in the way between death and freedom. Continue to use cover to your advantage and only duck out when it's safe or Nate has plenty of health. There are multiple guards stationed in this area, including two at the top of the stairs.

When it's safe, climb the rope up to the staircase, then exit the temple and return outside.



FIND A WAY OUT OF THE JUNGLE

Outside, the coast is definitely not clear. Quickly take cover behind a column and locate and pick off the three guards surrounding the area. There should be two directly ahead and one to the right.

THE TRAIL OF THE LOST TREASURE OF EL DORADO

When the dust has settled, Elena leads the way to safety by discovering a hidden jeep. Nate asks Elena to commit the Kriegsmarine coordinates to memory and shows her the torn map from Drake's diary, which he cleverly kept. Nate tells her of the discovery of El Dorado and the location of an uncharted island where it must be. This is their next destination.

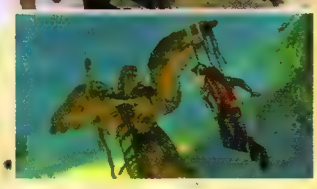
PLANE-WRECKED

Chapter 4

On board Sullivan's vintage sea plane, Nate and Elena are flying toward the coordinates he found inside the German U-boat, which are leading them to a tiny island in the middle of the Pacific Ocean.

As they fly in for a closer look, they are bombarded by anti-aircraft fire, which catches one of the sea plane's engines on fire. With no other choice but to bail out, they each grab a parachute and jump. Unfortunately for Nate, his chute has a hole burned through it, making his descent toward earth much faster than he'd like. The dense jungle canopy breaks his fall; however he doesn't stay conscious to experience the bone-jarring landing.

When he comes to, Nate finds himself dangling in front of a winged statue. At least he is still alive and in one piece. Off in the distance, the smoke from the crashed sea plane can be seen billowing up toward the sky. What next?



OBJECTIVES

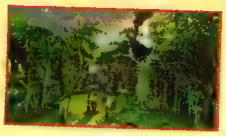
1. *Explore the Surroundings*

2. *Eliminate the Pirate Resistance*

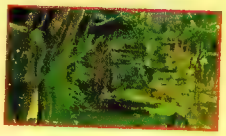
3. *Fight through the Ruins*

4. *Cross the Waterfalls*

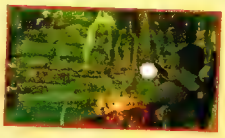
5. *Locate the Crash Site*



6. *Climb up to the Cockpit to Retrieve the Map*



7. *Survive the Pirate Onslaught*



8. *Reach the Fortress*

START

END

MYSTERIOUS ISLAND

EXPLORE THE SURROUNDINGS

The path of El Dorado continues to bring nothing but bad luck to Nate and those around him. Having crash-landed on a mysterious uncharted island with no map, no way off, and Elena presumed dead, Nate's only option is to explore his surroundings.

TREASURE

Silver Inca Figurine

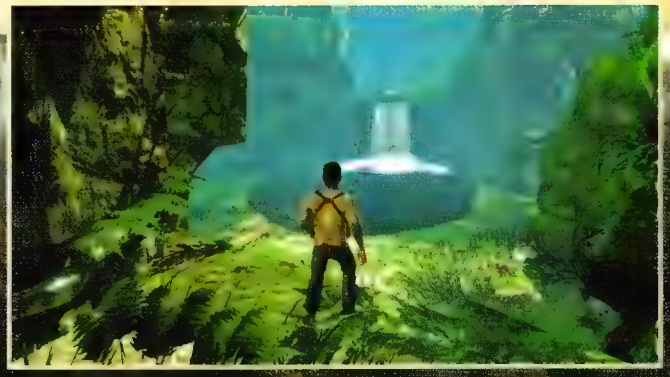
While he may be stranded and under constant danger, Nate is still a treasure hunter through-and-through. With this in mind, seek out the nearby Treasure, which can be found at the base of this large tree trunk on its right hand side. The tree is located just behind the statue where Nate came down.

LOCK AND KEY

At the end of this clearing is a gate, which is securely locked with a padlock. Pressing ⊖ causes Nate to kick the gate, but the lock is too strong and can't be broken in this manner. However, Nate still carries his pistol, and a well-placed shot can obliterate the padlock, making things much easier for him. Break it apart, and then kick the gate again, this time with satisfying results.

DEAD CALM?

Inside this next clearing Nate comes across a tranquil setting. Just ahead, a waterfall flows over into a small freshwater pool. The way out of this area is by climbing the moss-covered boulders to the right of the falls.



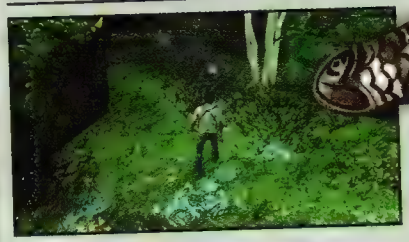
START

x2

END

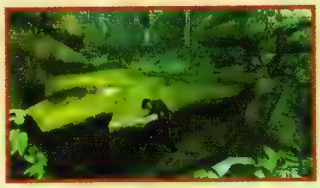
TREASURE

Silver Fish Charm

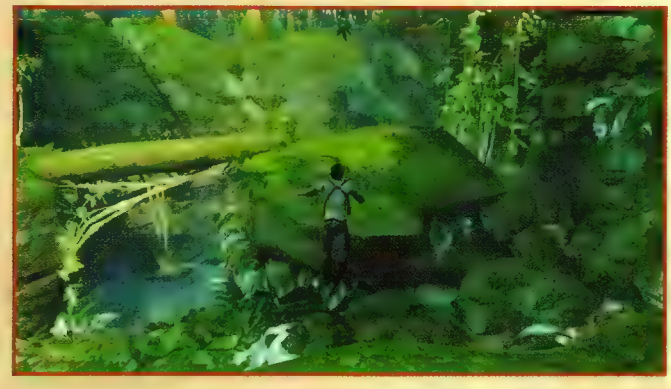


Don't exit the clearing just yet. There is another Treasure nearby, which can be found at the base of the young tree to the left of the lake. Move Nate into the shadowed area to find and grab it.

Take the path up and around to the top of the falls, then follow the creek upstream to an even bigger waterfall. Up here, Nate has two choices. He can either jump down into the pool to his left, or take the more thrilling route up the mossy stones to his right.



If you take Nate along the right path, climb him up to the top ledge and then take a running leap to get over to the platform across the way. Here, he must navigate across a slippery fallen log to cross this next gap.

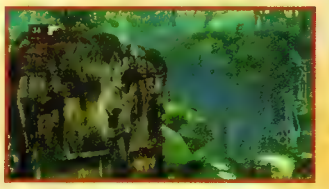


ELIMINATE THE PIRATE RESISTANCE

As soon as Nate steps off the log, three Pirates appear on the cliff off in the distance. Quickly make a dash for the protection of the stone wall and get ready for an intense firefight.

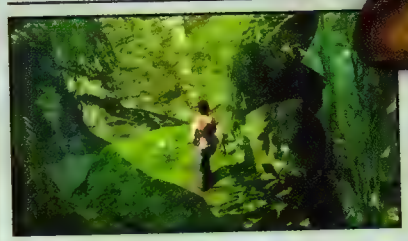
COMPLETE CHAOS

Stay calm, pick off the targets one-by-one, and make sure to duck back under the safety of cover if Nate starts to lose a lot of health. With multiple goons shooting at him, it's hard to find a break in the fire.



TREASURE

Gold Frog



Before crossing the log, drop down to the platform to the right. Down here, Nate can find yet another valuable Treasure—a rare Gold Frog.

EXTRA AMMO

Nate should have plenty of bullets in his pistol; however if he should need a few more, there is a random gun lying on the ground next to the wall. Picking it up gives him an extra ten bullets.

BALANCING

WALKING ACROSS CERTAIN ITEMS, SUCH AS SUSPENDED LOGS, WITHOUT FALLING REQUIRES NATE TO REMAIN BALANCED. TO DO SO, TILT THE SIXAXIS™ WIRELESS CONTROLLER LEFT AND RIGHT TO KEEP HIM ON HIS TOES. THE MORE BALANCED HE IS, THE FASTER HE WALKS TO SAFETY! IF NATE DOES SLIP AND FALL, YOU STILL GET A CHANCE TO PULL HIM UP BY PRESSING ⊗.

When it's safe, leave cover and cross over the second log. Holding down **L2** reveals the path Nate needs to take to continue on, which is by climbing up the vine attached to the cliff side.

GOLD FOR THE GODS

The native inhabitants of Central and South America didn't use gold and silver for currency, as the Europeans did. The Indians certainly valued these metals, both for beauty and versatility, and shaped these metals in countless wonderful forms: masks, bracelets, crowns, earrings, nose rings, figurines, rings, pins, bottles, plaques, and statues. The most popular Indian way of working gold was hammering, but more sophisticated methods like casting were also practiced. Most of these objects were destroyed by the conquistadores, who always melted gold and silver objects down to be cast into bars for shipment back to Spain.

Gold and other precious minerals, such as the emeralds that could only be found in Chibcha territory, were usually used as part of trade between various native communities. Both raw gold and golden objects might be traded for slaves, fish, salt, or cloth. How valuable gold was relative to these more transient commodities is unknown, but it wasn't unusual for Spanish conquistadores to run across tombs absolutely stuffed full of golden objects. Likewise, it is known that salt was extremely valuable to most native cultures, as there were few other ways of preserving food. Only the wealthiest natives could be expected to eat pure salt, while the poor had to try and make salt from such dubious sources as human urine. Gold might also be traded for particularly large conch shells, which were valued as musical instruments, and even smaller shells that could be worked into jewelry.

Often the gold was melted down and mixed with certain quantities of copper before it was worked, resulting in an alloy called "tumbaga", or "guanin gold". Native gold also tended to contain large amounts of silver as an impurity, so sometimes as much as 25% of any given piece might actually be silver. Indians in some regions of South America could cast objects of pure gold, with impurities removed, but tumbaga was usually preferred because it would melt at a lower temperature than pure gold. Sometimes objects cast of bronze or other lesser metals were then gilded with purer gold, and often these objects were also considered tumbaga.

Gold, especially in alloy form as tumbaga, wasn't purely decorative to these Indians, either. Tools like axes and chisels could be made from tumbaga, and given an edge by hammering the metal after it cooled. The result was a tool easily as strong as cold-worked bronze, though hopelessly inferior to metals the Europeans used. Tumbaga and pure metals were often hammered with heavy stone implements, upon anvils made of the same stone. Smithing precious metals could be a full-time job, as it was for certain communities of metalworkers, or could be a part-time job for a more traditional community that happened to be near a metal deposit.

The natives valued gold enough to use it as part of their worship ceremonies. Important temples would be loaded with gold objects and covered in gold plate. Certain tribes would throw gold and other precious metals into lakes as part of a ritual used to beg the gods to grant some favor or wish. Some of the legends of El Dorado focused on the lake the people of the neighboring "golden city" were rumored to throw their offerings in, usually identified as modern-day Lake Guatavita. In reality, Indians from the Muisca tribe did perform a ritual that involved throwing offerings into that particular lake, but not in the quantities one would expect from an El Dorado.

This didn't deter explorers eager to seize the gold of El Dorado from trying to drain Lake Guatavita, thinking that the offerings left there by years of Muisca worshippers would be enough to make anyone fabulously wealthy. Antonio de Sepulveda made the first attempt in 1562, backed by a royal license. It was an enormous effort that involved gathering captive Indians and forcing them to cut a trench that would carry lake water away. Sepulveda lowered the lake level slightly, and could only recover a meager 232 pesos worth of offerings from the mud at the edge of the lake.

BRAWLER!

Be ready to engage in some hand-to-hand combat up top. A lone Pirate charges at Nate as soon as he makes a move forward, practically forcing the treasure hunter into some up close and personal brawling. Don't disappoint and slug it out with a few hard-hitting combos.

Nate is going to have to deal with another three Pirates down the path to the right, but before he does, make a quick stop at this crate and grab the two Mk-NDI grenades sitting on its top.

GRENADES

IN ADDITION TO FIRING SIDEARMS AND LONG GUNS, NATE CAN ALSO LOB GRENADES. TO EQUIP A GRENADE, PRESS THE DIRECTIONAL BUTTON ↓. TO TOSS AN EQUIPPED GRENADE, FIRST PRESS AND HOLD L1 *TO DISPLAY THE GRENADE TRAJECTORY. NEXT, USE THE RIGHT STICK AND TILT THE SIXAXIS™ WIRELESS CONTROLLER UP OR DOWN TO SET THE TRAJECTORY OF THE GRENADE, AND THEN PRESS* R1 *TO THROW IT. TO LOB A GRENADE QUICKLY WITHOUT AIMING, SIMPLY PRESS* R1.

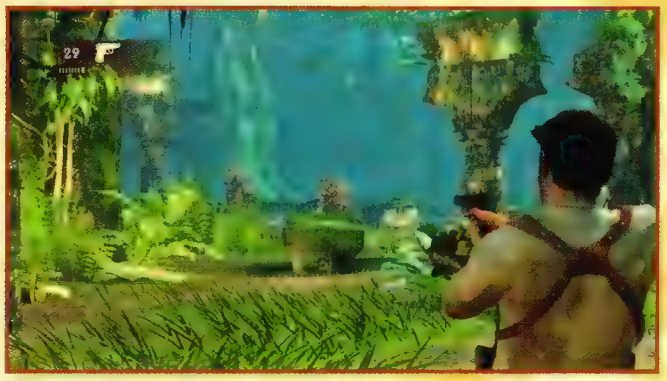
This is as good a time as any to practice using grenades. Stay under the safety of cover and then hold down **L1** to display the trajectory, then quickly press **R1** to lob it. Do your best to target multiple enemies that are nearby each other, in order to kill more than one at a time.

MAKE A STAND AT THE RUINS

At the top of the mountain vista, Nate gets a bird's eye view of the dilapidated ruins below. Patrolling their borders are a handful of Pirate guards, with more likely that can't be seen.

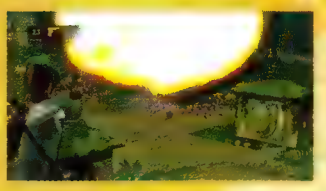
BLOOD BATH

Don't try and pick them off from above—Nate is a sitting duck up here. Instead, leap him off the cliff and grab the top ledge on the ruin wall, then drop down to the ground and take cover. From this vantage point, or from behind the cover of the shorter wall beyond, take out the first three guards.



BARREL BUSTING

Keep an eye out for the random powder kegs strewn about the ruins. There are three on the ground nearby and a third up on the ledge to the left that can be shot and detonated when enemies are nearby for easy kills.



The stream of Pirate guards seem unending. Keep an eye out for more and more to join the fight and keep Nate under the safety of cover at all costs. If Nate finds himself surrounded, either take out the nearest threat or retreat a ways and find a new place to take cover.

START

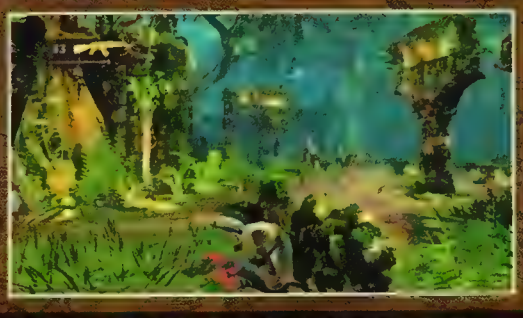
x2

END

AK-47 Assault

It's more than likely that Nate will run dangerously low on ammo during this firefight—especially if he stays pinned down by enemy fire. Thankfully, there is an AK-47 leaning against this small wall, which is located a few feet away and to the left of the larger wall near the ruins entrance.

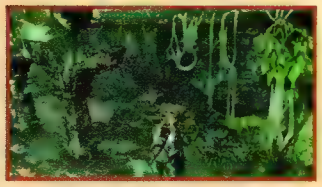
Not All Cover Is Created Equal



Be careful when taking cover behind these low walls. They are so old and unstable that they eventually begin to break and crumble apart with repeated fire, leaving Nate vulnerable.

Once the immediate threat has been quelled, locate the small stone pillar toward the front left section of the ruins (it is at the base of a gigantic tree) and climb Nate up onto it and then jump over to the top of the pillars to the left.

Nate's ultimate goal is to continue through the gates on the platform up here, but before going in that direction, follow the pillars around to the left to find another Treasure.

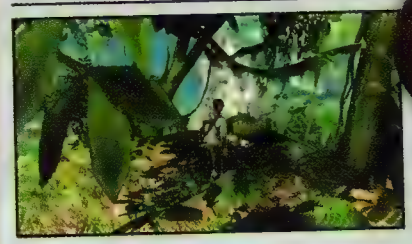


RESTOCK!

Before entering through the gate, make sure Nate grabs the two Mk-NDI grenades next to the crate, as well as the pistol if he needs more ammo.

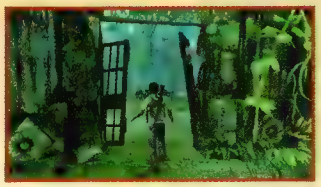
TREASURE

Intricate Gold Ring



Carefully run along the pillar tops until Nate reaches their end, then leap across to the ledge to his right. In the back left corner, Nate finds a valuable Gold Ring.

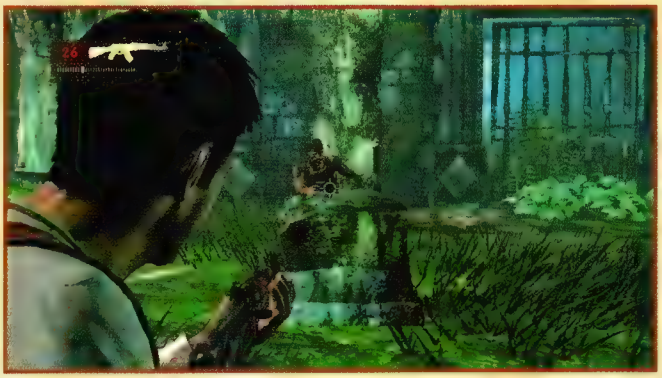
There are two options at this point. Option 1 is the basic frontal assault. Leap over to the back portion of the platform and locate the closed, rusted gate. Nate can either fire through its bars to eliminate the two Pirate guards beyond, or kick the gate in by pressing △ and take cover to pick them off. Option 2 involves climbing up to the open window in the wall to the left of the gate. Once there, hang from the window ledge and shoot the Pirates inside or lob grenades at them. Option 2 is probably safer, but it may take more ammo.



BAD TO WORSE

Things are about to get very hairy for Nate in a short amount of time. Inside this next area, at least eight Pirate guards will attempt to end his life. Quickly duck behind the small, broken pillar to the left and then concentrate Nate's fire on the thugs coming at him from this side. If not downed quickly, at least one of the Pirates can get past Nate's fire and engage him in hand-to-hand combat—not a good idea when six other goons are firing at him.

Once the first set in the immediate vicinity have been eliminated, turn Nate's attention to the Pirates further down to the right. The AK-47 is a great weapon to send a steady spray of machine gun fire their way.



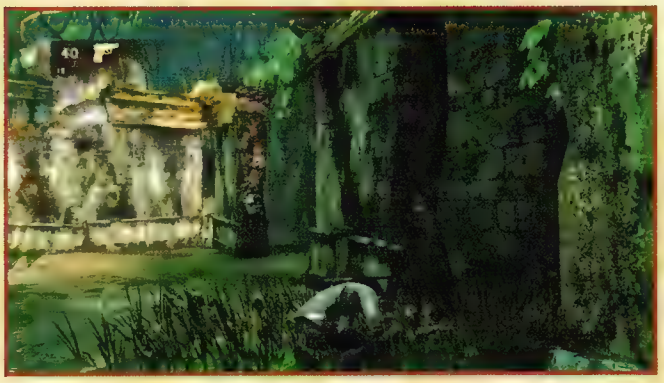
FIRE IN THE HOLE!

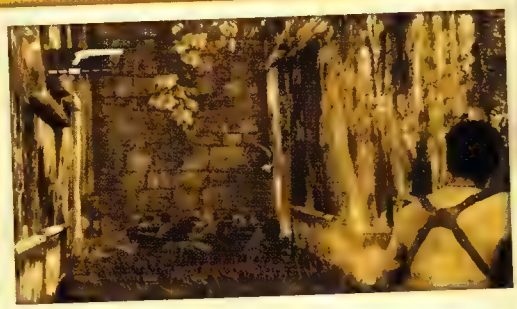
Watch out for tossed grenades! When a Pirate lobs a grenade in Nate's direction, a Grenade Indicator appears. The icon indicates the location of the grenade, and the rate at which it's blinking shows the amount of time before it explodes. The best way to avoid death by grenade is to quickly take evasive action!

Slowly continue through the ruins, picking off any remaining Pirates still milling about, then enter into this next area and quickly take cover. Nate is about to encounter another wave of bad guys. Stay focused and pick them off one at a time, starting with the closest threat and finishing off with the guards toward the back.

When it's safe to do so, pick the area clean of ammo and weapons, then locate the dilapidated wall toward the back of the area. Along the wall are two ledges that Nate can grab to climb onto.

To continue on, Nate must jump to the ledge behind the one he is on, but before doing so, leap over to the platform in front of him to find a hidden Treasure.



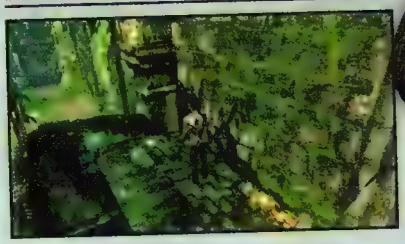


MOSS-12 SHOTGUN

NATE MIGHT HAVE ALREADY COME ACROSS ONE OF THESE BAD BOYS. THIS PUMP-ACTION 12-GAUGE SHOTGUN PACKS A SERIOUS KICK, BLASTING THE HECK OUT OF ANY ENEMY UNFORTUNATE ENOUGH TO BE AT THE RECEIVING END. IT'S MAINLY A MEDIUM-TO-SHORT RANGE WEAPON HOWEVER, AND IS NOT MEANT FOR PRECISION ACCURACY AT FAR DISTANCES. TAKE IT FOR A TEST DRIVE, BUT REMEMBER THAT NATE CAN ONLY CARRY ONE LONG GUN AT A TIME.

TREASURE

Patterned Silver Ring

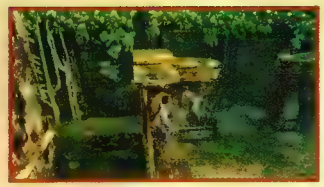


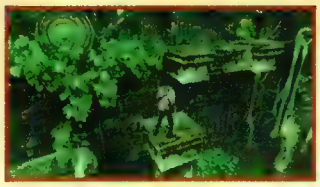
Nate can find this rare and valuable Treasure at the back end of the platform. Follow its length to the end (it stops at a wall leading back to the previous area) and grab the prize—a Patterned Silver Ring.

WHAT NEXT?

Return to the ledge and then jump Nate over to the corroded ledge behind it. From here, carefully walk up to the platform at the top of the ledge and follow it around to the right.

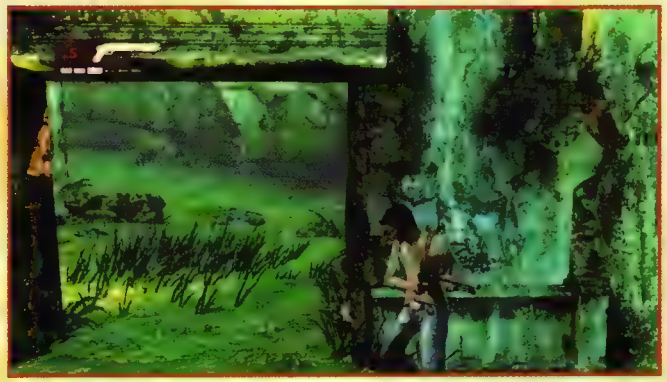
From the ledge, leap across to the column across the gap and then execute a hop to the next. From here, Nate can jump over to the ledge to his right where an open archway leads to the next area. Head through and then hang and drop down to the path below.

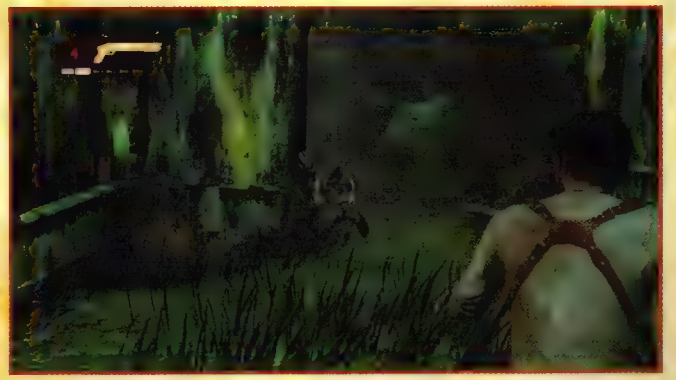




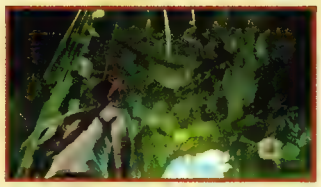
Make your way through the narrow jungle canyon, until you see a small clearing and some ruined walls just beyond.

Another Pirate encounter takes place at this next set of ruins. Quickly position Nate against the wall and draw on some patience to wait until at least one or two of the patrolling thugs have their back to him. As soon as they do, duck out and start blasting. If Nate has the Moss-12, now is a good time to use it. There are a total of six Pirates in or around this area that Nate must contend with.



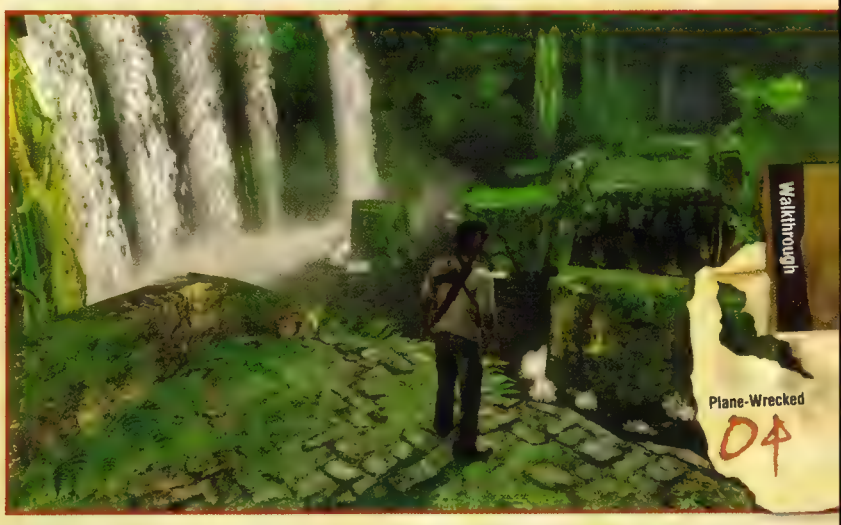


As Nate continues out of this next area, press and hold **L2** to get a look at the strange cluster of totems suspended from the tunnel ceiling. Are these the work of the Pirates? It seems like some kind of warning or territory marker…



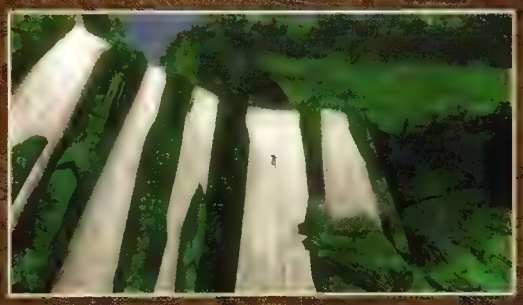
CROSS THE WATERFALLS

On the other side of the tunnel, Nate finds himself on the edge of a bridge overlooking a magnificent set of falls. Unfortunately, the bridge has crumbled into small sections, making it impossible to cross in the conventional way.



DEADLY CROSSING

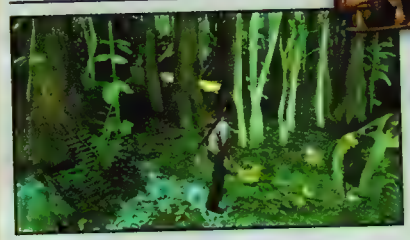
NO SWIMMING ALLOWED



Don't attempt to swim in the fast-moving waters. The current is so strong that it automatically sends Nate crashing over the falls and to his death below.

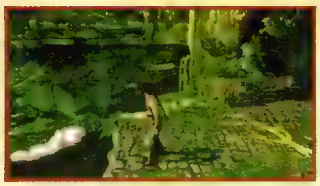
TREASURE

Golden Jaguar

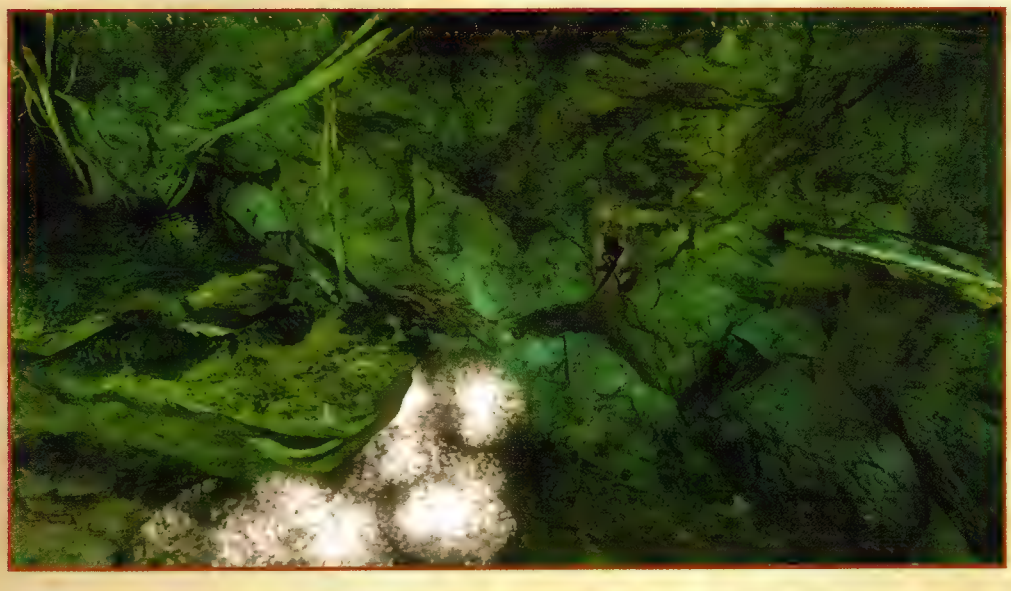


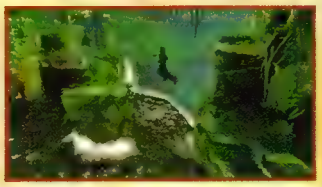
When he can do so without taking fire, locate this Treasure, which can be found in the back left area near the ruins at the base of an impenetrable thicket of trees.

To get across this potentially deadly section, first leap Nate over to the large outcropping on his right. From here, leap again and grab the ledge sticking out of the mountain wall, then shimmy to the left and jump from ledge-to-ledge until he reaches solid ground.



Locate the small crevice in the rock at the end of this small platform, jump Nate up to grab it and then jump him up again so he is hanging from the top of the rock. Move him as far left as he can go, then leap across to the closest piece of bridge in the water. Nate should just make it.

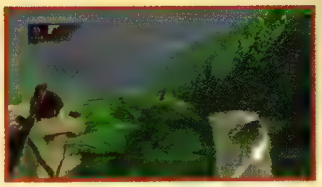




FIRE FROM ABOVE

Watch out! As Nate leaps over the next sections of bridge, two Pirates attack from the top of the falls to his left. Quickly get to the main section and take cover behind the small wall to the left.

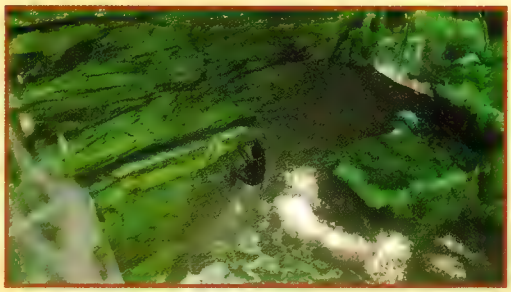
Carefully pick off the Pirate snipers at the top of the falls. When it's safe, jump off this section of bridge down to the platform in the water to the left. Unfortunately, the gap between the sections of the bridge is too great for Nate to traverse.



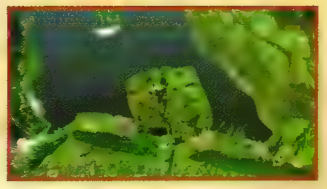
SWITCHING VIEW

When Nate is aiming, either out of cover or in low cover, you can switch the shoulder that he's aiming over to get a better view of the enemies ahead. Simply hold **L1** and click **L3** (press down on the left stick) to switch Nate's view.

Jump from one platform to the next, then leap over and grab the ledge sticking out from the wall at the base of the falls. From here, Nate can shimmy to the right across this next set of ledges. Be quick about it though, as a portion of the one in the middle breaks apart under his weight within seconds of him hanging from it.



Follow the platforms to get back onto this next section of the bridge. Unfortunately, Nate must continue to make his own way across. Locate the top of the pillar to the right of the bridge and drop him down onto it.



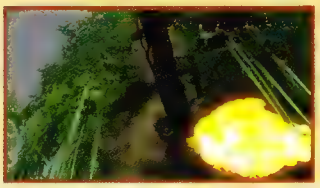
WILD RIDE

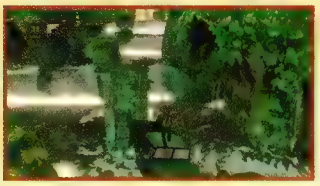
The moment Nate steps onto the rightmost section of the pillar it begins to break apart and crumble with him on it! As soon as you have control of him, hop Nate off the collapsing pillar and on to the top of the next.

IMPROVISE!

To continue, jump and grab the ledge on the next pillar to Nate's right. Just as he grabs onto it, a truck pulls up and its Pirate driver shoots at Nate from the road above. Keep your cool and jump across and up the remaining pillars until Nate can shoot at the fuel drum in its bed from a hanging position.

One well-aimed shot is all it takes to send the truck and its contents flying through the air. As luck would have it, the vehicle lands between the pillars, temporarily wedging itself and creating a makeshift bridge. There's no time to waste! Climb up and run across it before it and the pillars crash to the lake below.





Leaping across the remaining pillars is cake compared to what Nate just went through. However, the Pirate snipers that join the fun ratchet up the difficulty. With no real cover in sight, make taking them out Nate's primary goal.

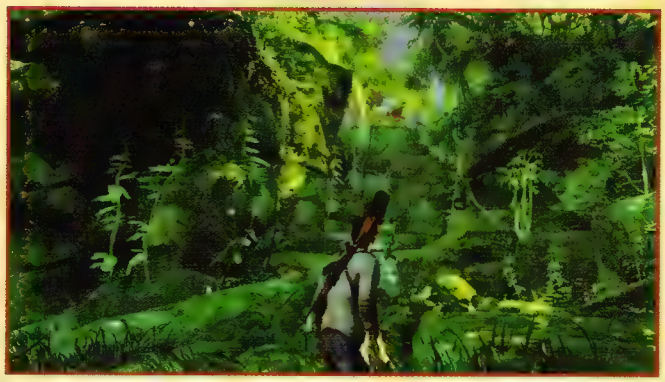
Follow the remaining platforms to safely make it back to land, stopping to grab the grenades on the nearby crate before moving on.

The Old Hang and Drop

When the snipers attack from the top of the falls, you can quickly drop and hang Nate from the small pillar and then aim and shoot from this position. While he is still vulnerable when peeking out, if you let him hang he will be safe under cover.

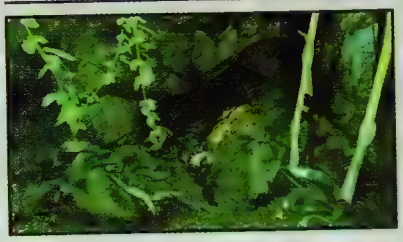
LOCATE THE CRASH SITE

The path leads away from the falls and up and around the corner to the right. Up above, Nate can just make out what looks like the tail end of the sea plane.



TREASURE

Silver Inca Vessel

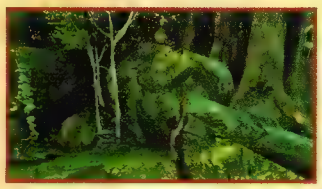


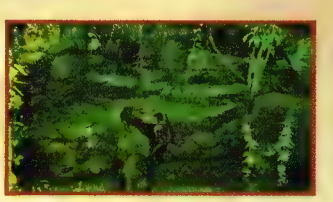
Before attempting to climb up to the wreckage, drop into this small pit and search the back right section for another Treasure—an Incan vessel made of silver.

BALANCING ACT

In order to climb Nate out of this pit, you must leap him off of the edge of this piece of rock and grab onto the hanging tree, then pull him up and carefully walk across its length, using the SIXAXIS™ wireless controller to keep his balance.

Jump and grab the nearest hanging vine, then climb from one to the next in order to reach the crash site above.





CLIMB UP TO THE COCKPIT TO RETRIEVE THE MAP

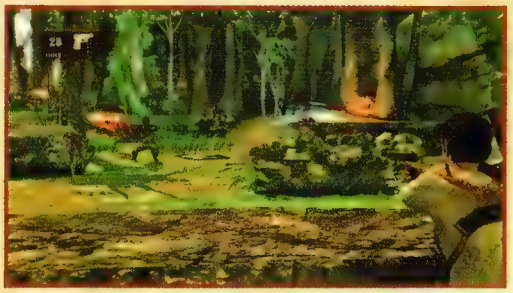
Nate needs to get up to the forward section of the sea plane, which is lodged in a tree. Unfortunately, the crash site is heavily guarded by at least six or seven Pirates. Nate is going to have to shoot his way through to continue on.

PLANE CRAZY

Quickly drop down to the ruins below and take cover behind the low wall, then concentrate on picking them off one-by-one. There are a few extra AK-47s lying about, propped up against the nearby walls if he needs them, and a powder keg that can also prove useful and deadly to any Pirates close enough to feel the heat from the blast radius.

Once every last Pirate has been eliminated, locate the main section of the plane and climb up the hanging rope to get to it.

Inside the rickety, dangling main section of the plane Nate finds what he's looking for. From a broken window, he also spies Elena's parachute hanging from a tower off in the distance. This is his next destination.



SURVIVE THE PIRATE ONSLAUGHT

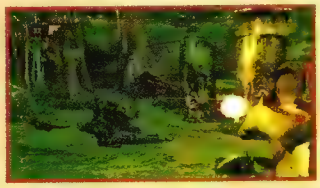
Be ready to shoot it out with a seemingly unending stream of Pirate thugs. These goons pour out of the woodwork, both from behind and in front of Nate. Stay cool, use the ruin walls and pillars for cover, and take them on one at a time. Don't be afraid to use Nate's stash of grenades, and take advantage of the powder keg along the left side of the clearing.

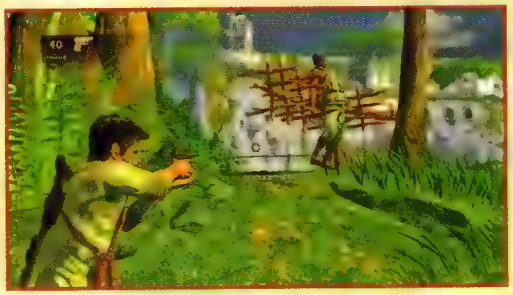
REACH THE FORTRESS

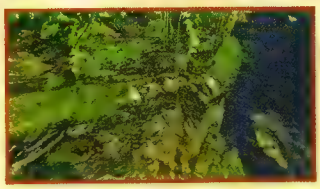
Take the path as it slopes upward. At the top, Nate runs into a shotgun-wielding Pirate, but before he can react, the thug trips a trap and is skewered alive. Don't let this happen to Nate! Walk around the trap and continue down the path. Leap the gap and pull him up, then follow the ledge around the mountainside.

PIRATE PERIL

It's a brutal firefight—Nate's most challenging yet—but with skill, determination, and a little luck, he comes out relatively unscathed. When it's safe to do so, exit the area through the opening at the end.







HANG ON ELENA!

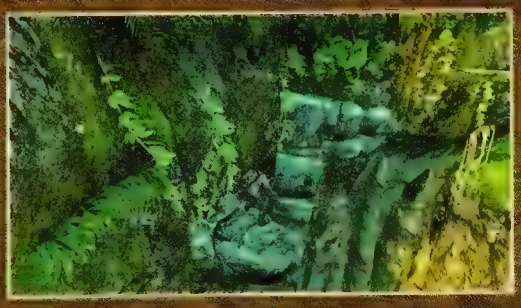
As Nate passes by the trap, you can hold **L2** to seek out the tower he spotted earlier. It's obvious that this soft-hearted treasure hunter is concerned for Elena's well-being.

TREASURE

Golden Toothpick

Before leaving, there is one last Treasure Nate can find. Its location is on the other side of the opening to the right. Search the foliage at the corner of the wall to find a Golden Toothpick.

WATCH OUT BELOW!



Don't spend more than a second on this next rocky outcropping. It buckles under Nate's weight and crashes to the ground below. The moment Nate touches down on it, leap and grab the cracks in the rocks beyond.

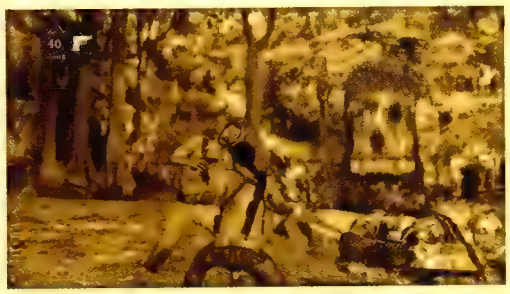
TRAP
TRAP
END
TRAP
TRAP
TRAP
TRAP
TRAP
TRAP
TRAP
TRAP
START
TRAP

Continue the dangerous trek around the mountainside by leaping and grabbing this next crevice and shimmying around it to the right. When Nate reaches its end, drop him down to the platform directly below him. Up ahead is another Pirate camp.

TREASURE

Silver Bird Vessel

Don't head into the Pirate camp just yet. Instead, follow the cliff's edge until Nate reaches the large flat boulder with a tree sticking out of it. On the other side of the boulder near the ledge is another Treasure.

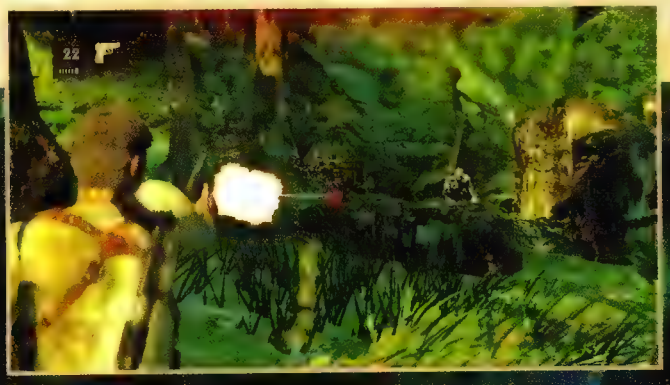


STEALTH KILL

THE FIRST FEW PIRATES PATROLLING THIS AREA HAVE THEIR BACKS TO NATE. IF YOU'RE QUICK AND QUIET ENOUGH, YOU CAN SNEAK UP TO A FEW OF THEM WHILE THEY ARE UNAWARE OF HIS PRESENCE AND PRESS TO EXECUTE DEADLY STEALTH KILLS.

DEATH TRAP

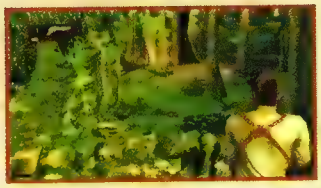
Eventually Nate is spotted and he must resort to weapons fire. Take up a position of cover and start picking off the enemy.

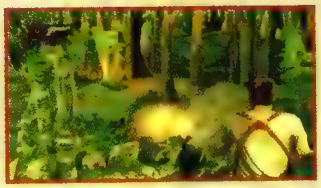


GRENADE-LAUNCHING REBEL

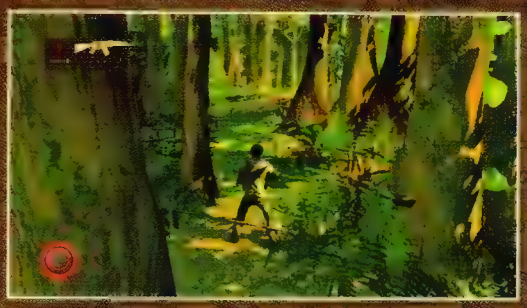
Be very careful of this grenade launcher-wielding Pirate on the rooftop of the ruins in the distance. A direct hit from his M79 is almost guaranteed death. Make him Nate's most urgent target.

When the first set of Pirates have been eliminated, carefully advance and climb up to the rooftop where the M79-launching thug was shooting. His weapon is still here and there should be three rounds left. Make them count and blow the advancing Pirates below into smithereens.





TRIPPING TRAPS

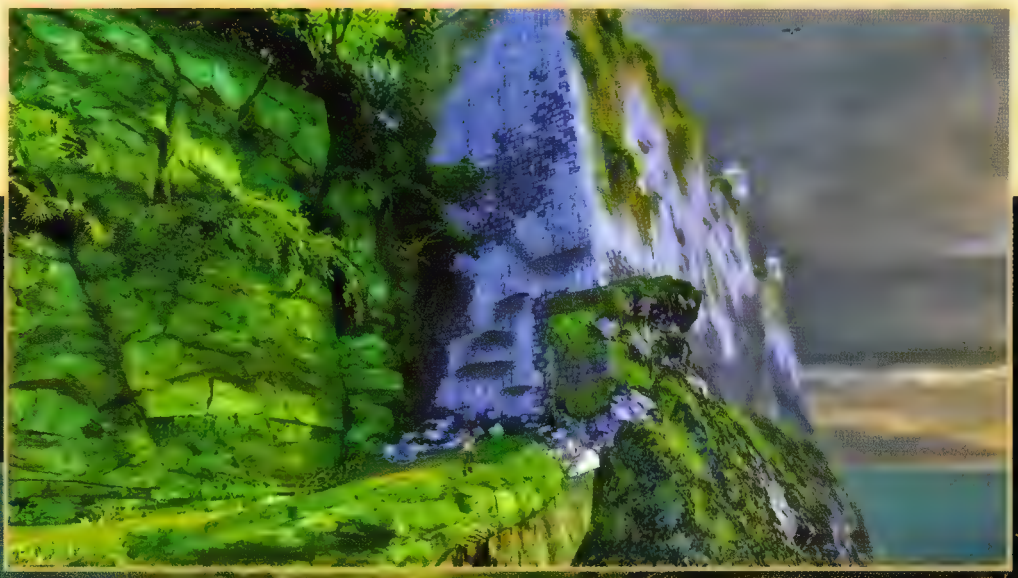


Be vigilant for booby traps all around this area. If Nate trips one, he literally has less than a second to roll under it by pressing ◉. He can also roll over them and avoid tripping them by pressing ◉ as he approaches the taut trip wire. However, he can also use them to his advantage by shooting them when an enemy is near to set them off.

TREASURE

Silver Inca Earring

There is one last Treasure to be grabbed in this area. Carefully weave Nate through and around the traps toward the back of the Pirate camp and then locate the small trail along the left side leading up to a rocky ridge. Up here, Nate finds a Silver Inca Earring in the tall grass.

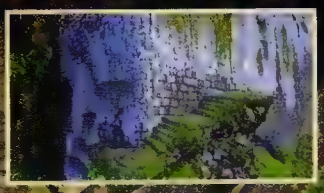


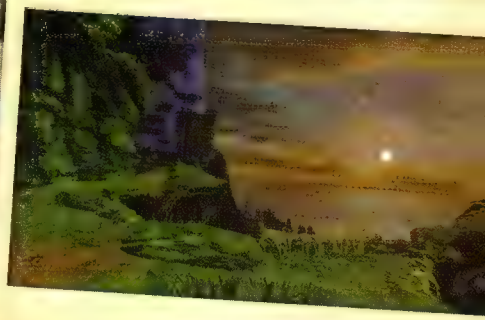
Leave the Pirate camp and follow the sloping path toward the fortress. This is Nate's next destination where he will hopefully find Elena alive and in one piece.

THE FORTRESS

Chapter 5

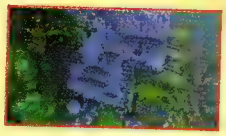
Having spotted Elena's parachute dangling from the tower of an old Spanish fort, Nate sets out on a dangerous trek to locate his reporter companion. Along the way, he's had to shoot it out with an untold number of Pirates, traverse treacherous waterfalls, cliffs, and crumbling ledges, and avoid getting impaled by booby traps, but it's all in a day's work for this seasoned treasure hunter. However, breaching the fort where she may or may not be contained could be his biggest challenge yet.





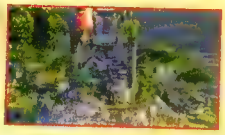
OBJECTIVES

1. *Scale the Fortress Walls*

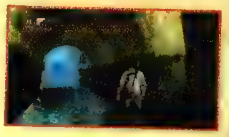


2. *Clear the Fort Courtyard*

3. *Reach the Tower*



4. *Escape the Interior*

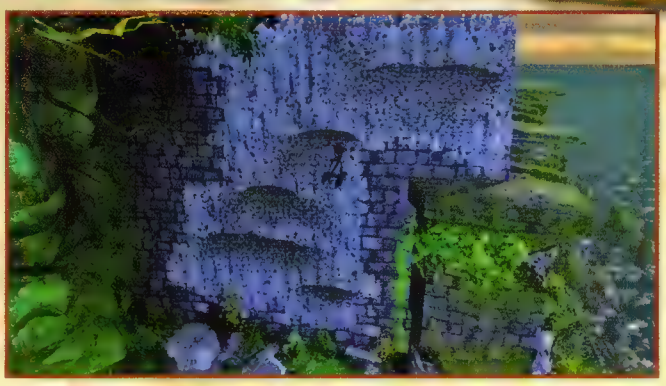


EXIT
TURRET
START
TOWER
x2

SPANISH FORT

SCALE THE FORTRESS WALLS

In order to locate Elena, Nate must first find a way inside this impenetrable-looking Spanish fortress. Begin the near-impossible task by jumping up and getting a hand hold in the wall and then hopping from crevice-to-crevice until he reaches the safety of an open window.



HERE'S A HINT: DON'T LOOK DOWN

Follow the walkway around the corner and then use the hanging vine to rope swing to the right, making sure Nate has enough momentum to reach the crack in the wall.

CRUMBLING CRAGS

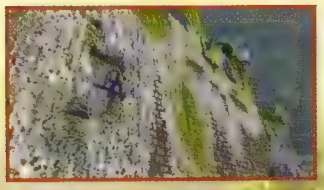
As Nate continues to scale the fortress wall, he comes into contact with these rocky hand holds. He has approximately three seconds to move off of them before they crumble to pieces in his hands, sending him crashing down to the rocks below. Don't let this happen.

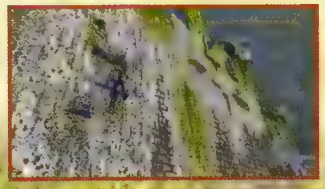
Nate's wall climbing days are not nearly over yet! Follow this outer corridor until he reaches the open window and then climb up and drop and hang.

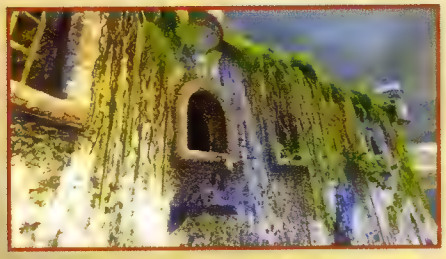
From this position, drop down twice to the bottom crack in the wall, then shimmy to the right and rope swing from vine to vine. When he has enough momentum, jump off to the right, grabbing the crumbling hand hold in the process and then quickly jump to the crack below and to the right before it's too late.

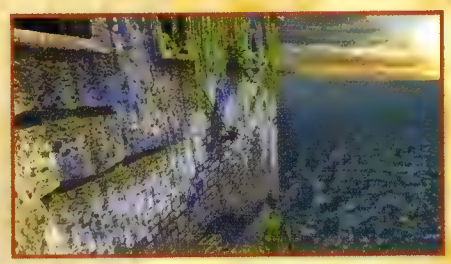
Next, shimmy around the corner to the other side of the fortress and then drop down and follow the cracks in the wall to get to the next hanging vine.

Continue to follow the cracks and crevices along the fortress wall, leaping from one to the next. When it looks like Nate can go no farther, shimmy all the way to the right and leap over to the hanging vine to rope swing to the next set. From here, it's just a few more hops to get up to the open window. Phew!







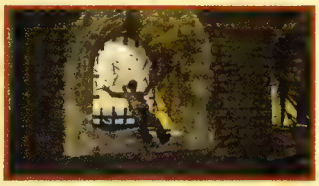


Movin' On Up

In order to reach the next crack in the wall, Nate will have to build up plenty of momentum, running back and forth along the wall before making his jump. If you climb a little higher on the vine first (by pressing up on the left stick while stationary) before running along the wall, you'll be more likely to land the jump safely.

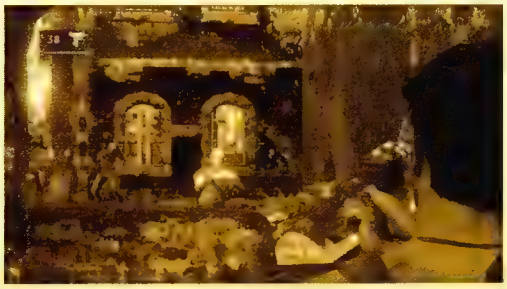
BREAK ON THROUGH

Continue to ascend Nate up the wall, jumping from crack-to-crack and hand hold-to-hand hold. When it looks like he can go no farther, leap over to the vine hanging over the window and then press △ to rappel down and break through the bars.



CLEAR THE FORT COURTYARD

Back inside, grab the grenades and new weapon from the crates against the wall, and then slowly move through the corridor. In the area beyond the doorway at the end is a group of patrolling Pirates.



MICRO-9MM

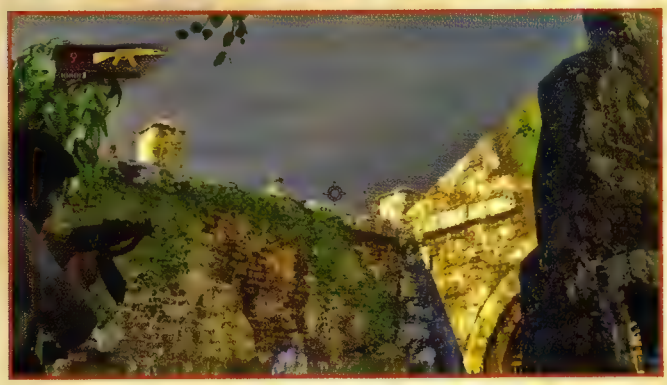
WITH ITS INCREDIBLY HIGH RATE OF FIRE, THIS SMALL AUTOMATIC PISTOL CAN QUICKLY RIP NATE'S ENEMIES TO SHREDS. HOWEVER, IT EATS THROUGH BULLETS JUST AS FAST AND CAN LEAVE HIM IN THE LURCH IF HE DOES NOT HAVE A BACKUP WEAPON AT HIS DISPOSAL.

LOCK AND LOAD

Nate gets a free shot with the first Pirate, who has his back to him. Instead of rushing in for a stealthy combat kill, stay back and pick him off with a headshot, then duck in for cover.

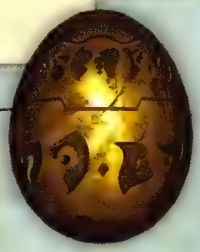
There are at least three or four more Pirates in this area. Keep under the safety of cover and take them out one-by-one.

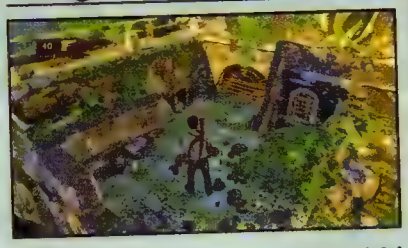
The most pesky of the lot are the ones located on the walkway above. Draw them out when the others have been eliminated and pick as many of them off from below as you can.



TREASURE

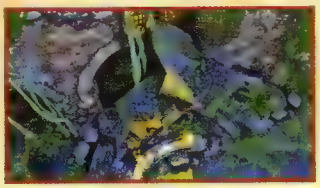
Strange Relic





Take the ramp up to the walkway above to find this next Treasure. Up top, take a left and then leap across to the rooftop of the area where Nate just shot it out. Up here, in the left corner, he finds a Strange Relic. Could this be a precursor to some other adventure? If Nate collects this special relic and every one of the other 60 treasures in the game, the Treasures Menu screen will clearly display your treasure-hunting prowess.

Follow the walkway around the perimeter of the fortress, picking up the ammo and weapons from the bodies of the fallen Pirates. At the end, Nate can drop down to his right, which leads to a new area below.



TREASURE

Silver Jaguar

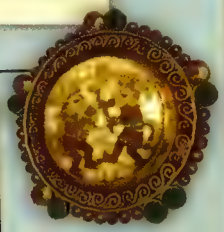
Before dropping down from the walkway, climb Nate over the rubble at the end and enter the small lookout tower. Inside is a new Treasure—a Silver Jaguar.

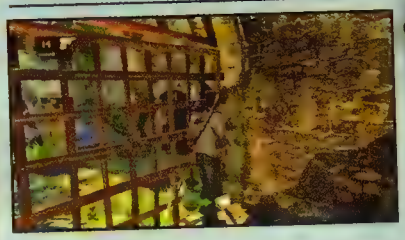
SURPRISE ATTACK!

Be ready for the possibility of an ambush the moment Nate touches down inside this next area of the Fortress. The Pirate onslaught comes from the archway at the top of the stairs to the right, so concentrate Nate's fire on this area.

TREASURE

Gold Mosaic Inca Earring



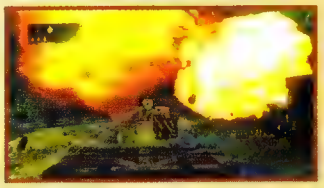


Before moving in to the next area through the archway, there is yet another Treasure to be gotten. From the point where Nate drops down, turn around and enter into the small alcove with the iron gate. Inside this area, the Treasure can be found on the rock in the back corner.

If Nate isn't ambushed, this means that he is going to have to take on a large pack of Pirates in this next area versus a handful. Either way, carefully head up to the archway and take cover, then start picking off the ones in plain sight.

Some of these Pirates are pretty crafty, laying down on the ground or quickly dodging in order to be a difficult target to acquire. They are also carrying grenades, so stay alert and take evasive action if one is thrown Nate's way.

Use the crates inside the archway for cover to continue to draw out the Pirate horde.



Even when most of them have been eliminated, Nate must still deal with the Pirate manning a turret at the back of the fort. Quickly rush in and roll to take cover behind this set of crates, then lob a grenade at him by pressing **R1** when he stops to reload.

MANNING TURRETS

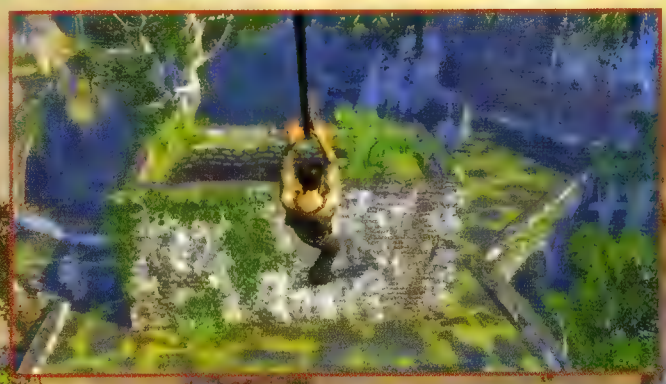
NATE CAN ALSO MAN THESE DEADLY ARMORED TURRETS BY APPROACHING ONE AND PRESSING ● TO OPERATE IT. USE THE RIGHT STICK TO AIM AND PRESS AND HOLD ● TO FIRE. WHEN YOU'RE DONE WITH THE TURRET, JUST PRESS ● AGAIN TO DISENGAGE.

REACH THE TOWER

When it's safe, pick the area clean of ammunition and weapons, then locate the staircase in the back left section of this area. You can find it by hopping over the crater in front of the archway or by heading through the corridor around the perimeter.

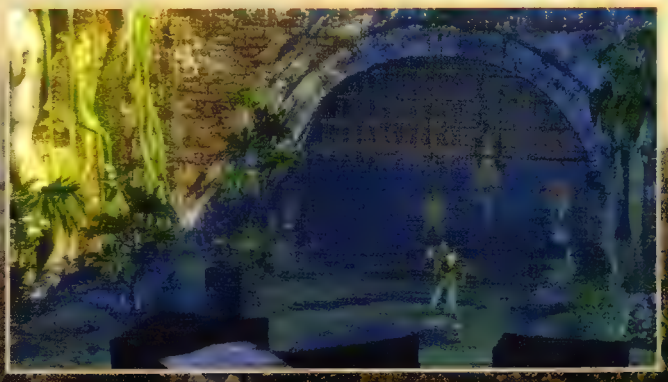
At the top of the stairs, Nate finds himself back on the upper walkway, which also happens to be home to the tower where he spotted Elena's parachute earlier. Climb up the steps to the tower and follow the path around to the right.

On the other side, Nate finds the rest of Elena's chute, but she's not attached. This is either very good, or very bad. Climb the remainder of the steps inside, jump and pull Nate up to the ledge above, then press ● to take a thrilling zip line ride down to a small enclosure below.



BUKA PINTU?

Inside this room, Nate spies Elena who seems to be up to something. Before he can get her attention, the radio on the desk crackles to life. Improvising, Nate tries to order the guard below to open the gate. Unfortunately, his clumsy use of Indonesian doesn't fool the guard, and his plan backfires.



WES-44

THIS MAGNUM-STYLE REVOLVER PACKS A SERIOUS PUNCH, KILLING ENEMIES WITH A SINGLE SHOT. ITS ONE AND ONLY DOWNSIDE IS THAT IT CARRIES LIMITED AMMO. WITH ONLY SIX BULLETS IN THE CYLINDER, EVERY SHOT COUNTS.

Don't stay inside this room for long—the Pirates below are excellent sharpshooters and can target Nate through the barred windows. Instead, grab the Wes-44 Revolver on the table and then shoot the lock to exit the enclosure.

Nate has a few choices. You can choose to keep him under cover and pick off the Pirates from above, or better yet, you can dash down the stairs, hightail it over to the turret, and use it to mow down the thugs before they even know what hit 'em.

Once they've all been eliminated, head through the now open gate along the right wall and enter into the fort interior.

END

WINCH

WINCH

x2 +

START

ESCAPE THE FLOODED INTERIOR

As soon as Nate enters into the interior halls of the Fortress, he is met with a stream of fire from a turret at the opposite end. Quickly take cover and then drop down into the waterway when there is a break in fire. The manned turret shoots for a period of five-to-six seconds before stopping and then takes about the same amount of time to start up. This is the opportunity Nate needs to run from cover to cover in order to avoid getting hit while moving closer to the target.

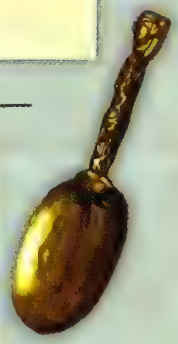
When Nate reaches the middle of the hallway, take cover against the right wall and then climb up into the opening above.

WE'VE BEEN WAITING FOR YOU

Don't let Nate's guard down! The moment he climbs up into the room, he is targeted by a Pirate thug from the doorway at the top of the stairs. Take him down quick!

TREASURE

Golden Spoon



Inside this room is a Treasure stashed away in the corner behind the stacked boxes. Hop into this little cubby hole to grab a sparkling Golden Spoon.

In the room above, Nate finds a M79 on the table top. This is exactly what he needs to take out the turret at the end of the corridor. Snag it, then use the archway for cover. When the turret fire subsides, quickly duck out and launch a grenade at the turret. All it takes is one direct hit to permanently shut it down.

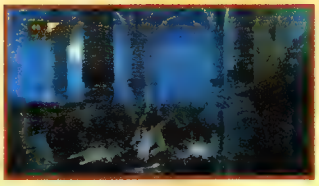
The explosion not only obliterates the turret and its gunner, but also causes a huge chunk of the ledge to crash down, giving Nate the perfect stepping stone to climb up to the hallway above.

Swap Out and Stock Up

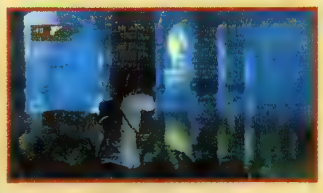
Even though it's tempting to hold on to the M79 (and Wes-44, if it's still has in Nate's inventory), Nate is going to need much more ammo than either of these two firearms can hold. Be sure and swap the grenade launcher back for the AK-47 and then grab the PM-9mm from the turret gunner as well.

TROUBLE ALL AROUND

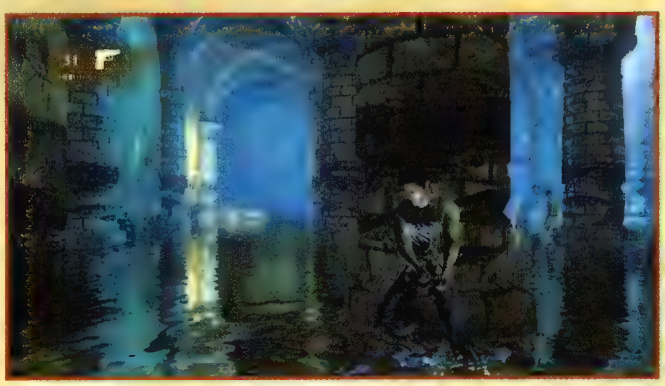
The moment he drops into this water-filled chamber, Nate is assaulted by Pirates that come at him from all sides. Duck under the temporary cover of the small nearby wall and begin the stress-inducing process of picking them off while under constant fire.



At first, there is one Pirate straight ahead, shooting at Nate from a nearby pillar and two others shooting from above—one on the platform at the back of the room and another on the scaffolding diagonally to the left.



As Nate is eliminating the first three thugs, three more drop in from the left corner of the chamber. Focus his fire on these Pirates once the others are dead.



FROM SMALL BEGINNINGS

Two fundamental facts about the nature of the world at the time shaped much of Sir Francis Drake's life. First was the rise of sea power as the dominant mode of European warfare. Second was the rise of state-sponsored economic terrorism, known more discreetly as privateering. With more nations totally dependent on overseas colonies for economic survival, there was no fate crueler than the loss of valuable cargoes and trade routes.

It was the perfect atmosphere for piracy—or privateering, as it might be called when the Pirate in question preyed only upon national enemies. In the case of Francis Drake, he was happy to seize and sink Spanish ships in the name of Queen Elizabeth, who was happy to reward and to some degree protect him. Since Drake held no official post at court, the Spanish protests about his behavior could be easily deflected even when Drake met with the Queen on a regular basis. Drake was not even of noble birth, and so most traditional means of censure were meaningless. He had no ancestral lands a throne could seize or any status to lose, and he earned all of his considerable wealth through his own efforts.

Drake got his start in piracy young, as he grew up in the home of the seafaring Hawkins family that made plenty of money privateering against the French during King Henry's reign. Drake learned most of what he knew about sailing and piracy serving with various Hawkins on raiding missions. Drake's most important service was with John Hawkins, eight years his senior. In Hawkins' fleet he was valued for his incredible skill as a pilot, able to guide ships successfully through waters too dangerous for others to handle.

Their most important adventure was the eight years they spent prowling the Caribbean. Previously they had tried to break into the African slave trade controlled by the Portuguese, but that lucrative situation had grown too dangerous. For the adventures against hated Spain's colonies in the Caribbean, though, Queen Elizabeth herself sponsored Hawkins' efforts. In addition to funds for voyages, she even offered him use of the massive royal ship, the Jesus of Lubeck.

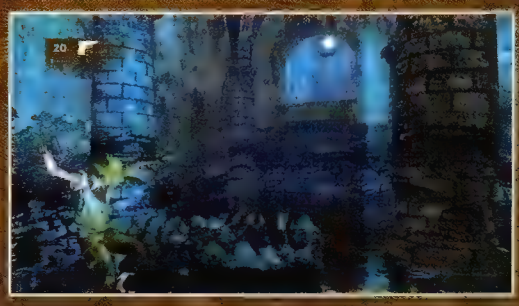
Drake and Hawkins were the terrors of the Caribbean. They fell upon countless ships, too laden with treasure to put up much of a fight, and took the cargo for themselves. Drake captured the outer walls of Cartagena, the most fortified town in the Spanish Main and the most popular staging ground for expeditions in search of El Dorado. He burned the port of Portobello to the ground after ransacking it, and even attacked mule caravans trying to cross the Isthmus of Panama. A single voyage alone could bring thirty tons of silver back to England, to the Queen's great joy.

When Spanish fury over English raids on African shipping grew too fierce, then Hawkins simply decided to start breaking into the Caribbean slave trade. This voyage nearly killed Hawkins and ruined many of his men, as the Spanish-controlled ports were utterly hostile to the English traders. Hawkins resorted to raiding sea-side towns until he was caught in a hurricane, and forced to settle on an island off the coast of a port town called San Juan de Ulúa. Although the Spanish were superficially friendly at first, the arrival of a military fleet bearing a new governor sealed the Englishmen's fate.

The Spanish attacked by surprise at dawn on September 23rd, 1568. The Jesus of Lubeck was set aflame, four other ships destroyed, and only the badly damaged Minion and the relatively seaworthy Judith that Drake was captaining could escape. Hawkins, aboard the Minion, struggled for months to return to England, while Drake's ship abandoned him to make a speedier escape.

From that day forward, Drake professed an undying hatred of the Spanish, and Hawkins closed all ties of friendship with him. Drake, meanwhile, turned absolutely against slave-trading and other merchant efforts. From that day forward, he made his living exclusively upon seizing Spanish ships and ports. His hatred of Spain was zealous, perhaps driven by the need to revenge himself upon them for their treachery at San Juan de Ulúa—or perhaps avenging his lost friendship with John Hawkins. Regardless, the riches Drake brought back from that disastrous Caribbean trading voyage formed the cornerstone of wealth later in his life, allowing him to finance further raiding voyages into the Spanish Main.

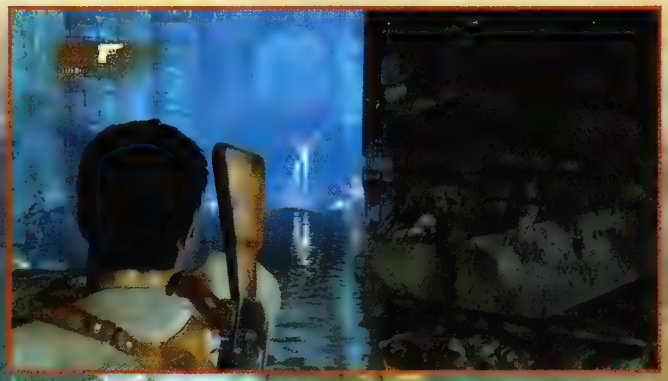
LOOK OUT BEHIND YOU!



Watch out! There are more Pirates dropping into the chamber from an opening high in the ceiling and landing right next to the small wall where Nate has taken cover. Quickly take evasive action and put something between him and the enemy.

These Pirates are fierce. Take cover toward the back of the chamber and continue to fight them off. Be watchful for grenades, as they toss them liberally.

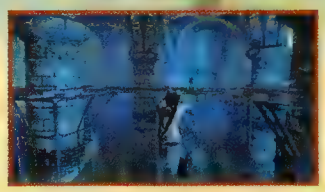
A final two shotgun-wielding Pirates drop down from the entrance (where Nate destroyed the turret). Keep an eye out for these lumbering goons and take them out with extreme prejudice.

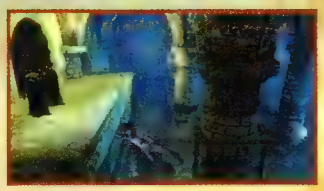


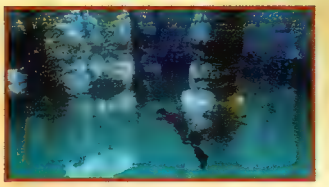
A WAY OUT

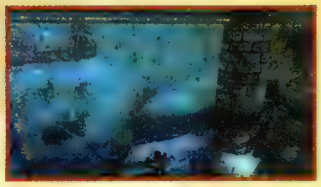
The exit to this chamber is at the platform along the back center. To get up to it, hop onto the small wall underneath the scaffolding and then jump up and grab it, pulling Nate onto the walkway above. From here, leap directly across to the pillar with the small scaffolding surrounding it, shimmy Nate around to the opposite side (so his back is to the platform) and then turn and leap to the platform.

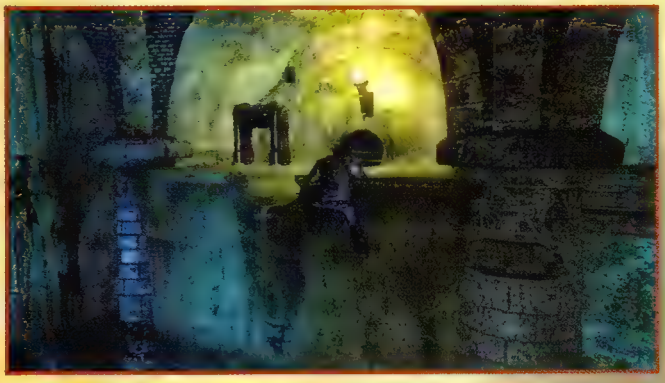
Up here, approach the portcullis and turn the crank by rapidly tapping △, allowing Nate passage into the next area.











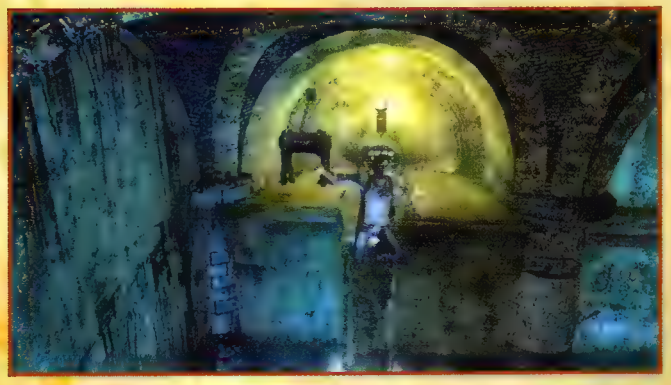
This next chamber is filled with water too deep to stand, forcing Nate to swim around. The wet and mossy walls also are too slick for Nate to grab onto, with the exception of the ledge set in the wall in the far back left. Make this his destination.

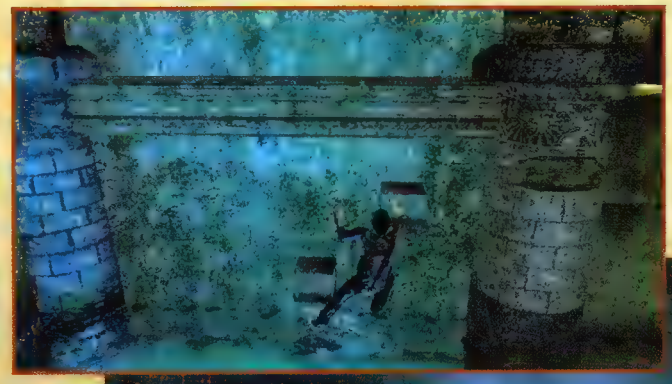
Climb up the ledges and then shimmy around the corner to the left, hopping from one ledge to the next, onto the crevice in the column, and then up to the alcove in the front left corner. Up here, there is a second crank.

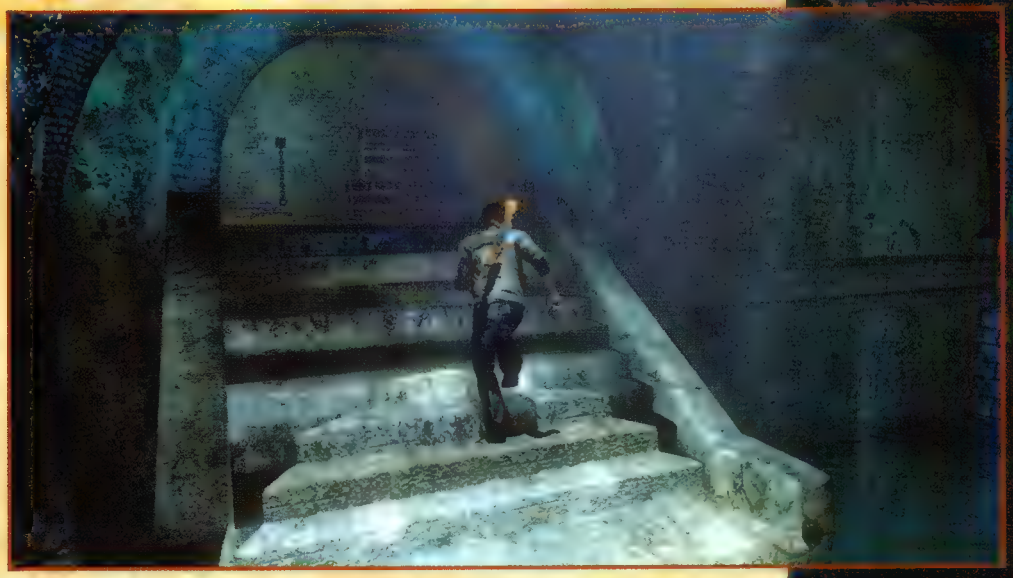
Turning the crank opens the flood gate, sending hundreds of gallons of water into the chamber, raising the water level by quite a bit. Jump back in!

Swim over to the opposite side of the chamber and locate the two small stones jutting from the wall. Climb up these and then across the crevice in the column to get up to the next alcove where a third crank resides.

Turn this crank to open the second floodgate, which in turn raises the water level high enough for Nate to swim over to the steps leading out of the area. Climb up to escape!







UNLOCKING THE PAST

Chapter 6

With Drake's treasure map in hand and the knowledge that Elena is alive and roaming the fortress grounds, Nate is back on the trail of El Dorado. However, before he can track down the gold, he must still ensure that both he and the TV reporter escape from their current predicament.

OBJECTIVES

1. *Reach the Fortress Tower*

2. *Unlock the Key to the Tower*

3. *Use the Skeleton Key on the Fortress Door*

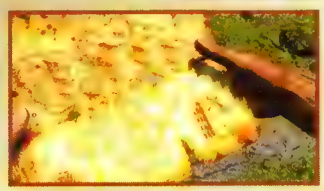
4. *Find Sir Francis Drake's Message*

5. *Reach Drake's Tower*

6. *Locate Elena*

MESSAGE FROM DRAKE
TOWER
START
WINCH
ROPE END
TURRET
WINCH
LOCKED DOOR
x2
x2

SPANISH FORT



REACH THE FORTRESS TOWER

Searching for Elena, Nate emerges from the fort interior and spies a familiar-looking tower looming in the distance. Remembering seeing this tower on Drake's map, he decides that he needs to investigate it further. Before he can do so however, he is attacked by a pack of gun-toting Pirates from across the courtyard.

Take out the first two thugs on the ground, then turn Nate's attention to the two on the walkway high above. A well lobbed grenade is always a fun option.

TOWER TROUBLE

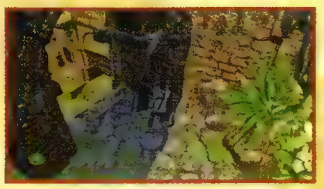
When it's safe, take the staircase up to the walkway and prepare for another firefight. It's more than likely that there are at least three more Pirates up along its length, stationed in different positions. Find a good spot that provides the most cover and pick them off.

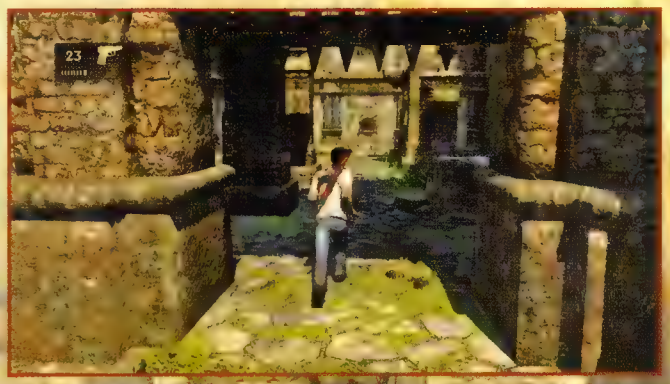
TREASURE

Silver Inca Mask

When the dust settles and the bodies pile up, take a moment to seek out this Treasure, which can be found at the base of the huge tree along the walkway. Nate must carefully walk onto the outer edge to get to it.

When Nate reaches the tower, he finds no way to climb its interior. Upon closer inspection, there is a crank outside to the right of the tower that can be used to open a portcullis back down in the courtyard. Approach it and rapidly tap ⊕ to raise the gate, then drop down and head inside.



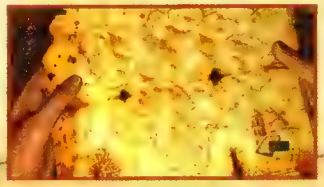


Grenades and Shotgun

If he needs them, Nate can restock his grenade supply and also grab a Moss-12 shotgun in the small room down in the courtyard.

UNLOCK THE KEY TO THE TOWER

Inside this smaller courtyard, locate the hallway along the right wall and follow it until Nate arrives at a locked door with a symbol of two intersecting keys engraved in a plaque above it. Pressing SELECT pulls up Drake's map, which also has the same symbol on it, right next to a sketch of the tower. With no key and no information on how to decipher this riddle, Nate must find a way to get past the door.



A TON OF BRICKS

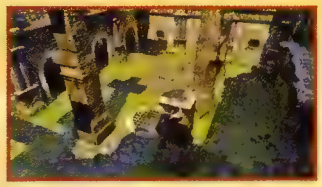
Nate uses the weight of the bricks to swing himself though the air and into one of the pillars, causing it to break apart and crash to the ground. This also sends the bricks crashing to the ground, right onto the spot where Nate is kneeling. You have about a second to react by following the on-screen prompt ◉ in order to keep him from being crushed by, quite literally, a ton of bricks.

PILLAR PERIL

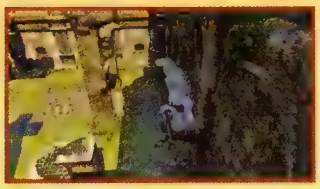
With nowhere to go but up, it's time to do some climbing!

1. Locate the smallest pillar (which is just the base) along the front left side of the courtyard (facing the entrance) and climb onto it.

2. From here, face the pillar in front of it and leap and grab onto it, pulling Nate up onto its top.

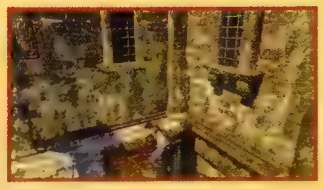


3. Next, jump across to the small ledge along the wall to the right and then jump back over to the next pillar, grabbing hold of its ledge.



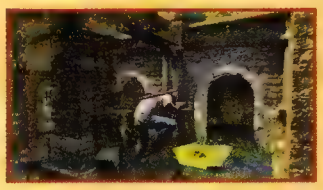
4. Shimmy around to the right, leap him over to the pillar behind him, and then jump over to the back wall of the courtyard, grabbing a window ledge in the process. You can also attempt to make the leap all the way across to the ledge where the rope is tied, but it's a bit riskier.

5. Shimmy as far left as Nate can go, then leap over to the ledge attached to the far left wall.

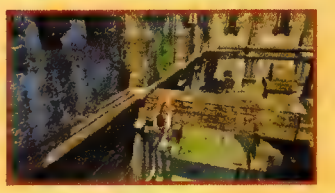


6. A rope is tied the wall here that supports a small pallet weighed down with bricks. Press △ to release it.

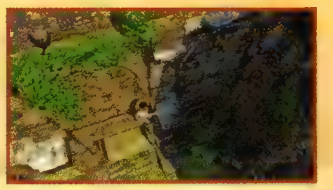
7. Use the pillar debris on the ground to climb up to the far right pillar, then pull Nate up onto the ledge above it.



8. From here, leap across to the ledge on the courtyard wall and then carefully pull him up and walk around to the opposite side.



9. Take another leap to get to the small ledge sticking out of the wall and then jump up and grab the even smaller ledge above.



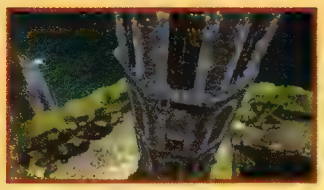
10. Quickly jump up and shimmy across the crumbling ledge before it can break apart and fall, then jump over to the series of ledges along the next wall to the right.

11. Continue to climb the small ledges upward until Nate reaches the topmost section of the Fortress wall. From here, shimmy around to the right and drop down on top of the archway.

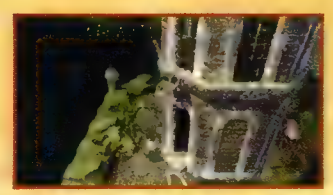
SPLIT DECISION

The archway gives way underneath Nate's feet and begins to crumble and break apart, crashing to the ground. With no time to think, you must quickly sprint Nate toward the end and leap over to the tower.

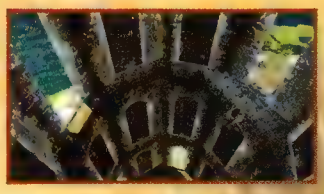
12. Nate must now climb to the top of the tower from the outside. Jump up and grab the ledge above him, and then the window ledge above that.



13. Hanging from this ledge, shimmy around to the left until he reaches an open window. Drop down onto the window sill.



14. This tower puzzle isn't over yet! Leap across to the open windowsill on the opposite side, then drop down and shimmy to the right until he can go no farther.

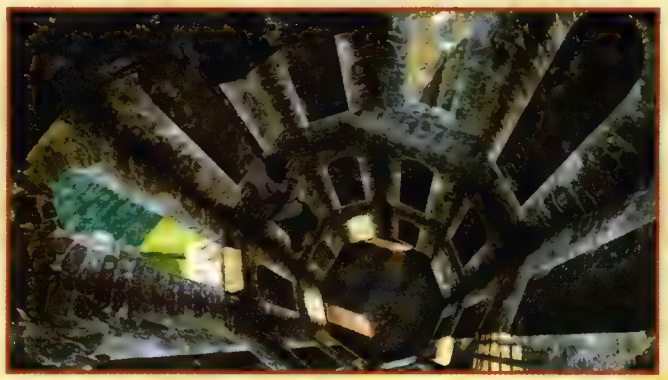


15. From here, jump up and grab a series of three ledges to get inside this next open window and finally reach the top of the tower.

Amidst the broken chairs, dirt and grime, and the skeletal remains of an unknown man, Nate finds what he's looking for: a set of keys. Press ▲ next to the bag of bones to claim his find.

GOING DOWN

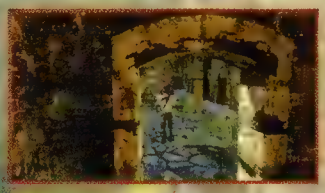
Nate could, in theory, take the long way by going back the way he came, but it's much easier to walk off the edge with the rope and climb down the quick way.



USE THE SKELETON KEY ON THE FORTRESS DOOR

Keys in hand, Nate can now return to the doorway with the key plaque and see if one of them fits its lock. Take the staircase down into the courtyard with the rusted 4x4 vehicle and then turn down the hallway in the next area. Once there, approach the door and press ▲ to open it.

Inside, Nate doesn't find much of anything. With the exception of some more ammo and grenades, this cell-lined corridor reveals no new leads. Follow it until it lets Nate out into a new outdoor courtyard.



CHAOS IN THE COURTYARD

Nate is ambushed by multiple Pirates from all angles the moment he sets foot out in the open. The most pending and dangerous matter is the manned turret in the top center window along the back wall.

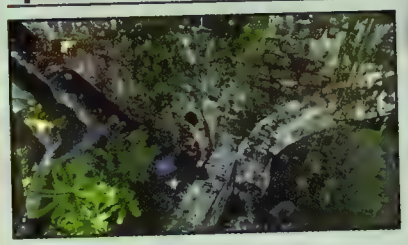
Anyone Know Where I Can Find a Grenade Launcher?

There is a M79 Grenade Launcher leaning against the set of boxes to the right. Quickly roll and duck under their cover and grab this powerful weapon, then peek out and blast the gunner as soon as it's safe. There is only one round in the chamber, however, so make your shot count!

This is a brutal firefight. Aim for the multiple barrels to help even the odds, stay mobile and roll from cover-to-cover to avoid the enemy grenades, and toss a few of Nate's own.

TREASURE

Spanish Silver Coin



When it's safe to do so, move toward the back end of the courtyard and climb up the rubble and overgrown foliage to find this Treasure, which is cleverly hidden on a small ledge to the right of the gate.

FIND SIR FRANCIS DRAKE'S MESSAGE

Locate the crank along the left side of the courtyard and turn it by rapidly pressing ▲ to open the gate in front of it. The latch seems to be broken, so Nate must quickly roll through the gate before it can slam shut. The short hallway beyond the gate leads to a set of stairs, which, in turn, lead up to a long indoor corridor.

TREASURE

Silver Tairona Pendant

When Nate reaches the bottom floor take an immediate right at the base of the stairs and squeeze in between them and the wall. Inside this small space is a Silver Tairona Pendant Treasure sitting on the ground.

DUCKS IN A BARREL

There is a Moss-12 Shotgun in the small storage room to the left. Grab it and then take cover, as a pack of Pirate guards come rushing at Nate from the opposite end of the corridor. Exercise patience and wait for them to approach before ducking out and blasting away.

SHOOTING GALLERY

Advance through the corridor until Nate reaches the turret along the back wall. Press ▲ to take control and mow down the Pirates entering the courtyard below. Make sure to take down every last one of them before moving on to make your life easier. It's not necessary, but it is fun!

Follow the corridor as it winds its way around the perimeter of the courtyard, ultimately dropping Nate back down to ground level on the opposite side.

SHINE SOME LIGHT ON THE SUBJECT

The darkened corridor spills out into a large room. Inside, there are some excavation lights aimed at the ground, a handful of stacked crates, and a desk with a saber, an English helmet, and a rifle. Approach the desk and press ▲ to examine its contents.

From the corner of his eye, Nate notices something on the wall and shines the lights on it. Written on the wall is a map and a message from Sir Francis Drake to someone by the name of Fletcher. It reads, "Fletcher - we have gone to the great tower. I pray that you will meet us there."

WATCH YOUR BACK

While Nate was busy reading Drake's message on the wall, a lone shotgun-wielding Pirate has snuck into the room from the far door. Quickly take cover behind one of the columns and take him out.

DRAKE THE CAPTAIN

Much of Drake's success at sea came from the way he ran a ship, which was unusually enlightened for his day. He went out of his way to keep his sailors in good health, if necessary forcing them to make the dietary changes that warded off diseases like scurvy. He always kept a ship's doctor, who was treated honorably and paid well. Likewise, as an ardent Protestant, Drake always made a point of having his men pray, listen to Bible readings, and make converts of any irreligious men aboard.

Despite his enmity for Spain, he often used Spanish or Portuguese navigators aboard his ships. He would hire them when possible, and sometimes kidnap them from ships he seized. Drake was a skillful navigator himself, able to use instruments like the astrolabe and cross-staff in accordance with the latest star charts (like those Raleigh helped issue) to determine his location in the ocean with mathematical precision. Sometimes he would actually raid maps and instruments from ships he captured, if the ships had anything better than what he was currently using.

Drake also kept unusually meticulous records of his voyages, in a book commonly called a rutter-journal. He would also loot rutters from other ships if they were sufficiently interesting. A rutter might contain important navigational references, including descriptions of various coasts and tidal streams, or of useful plants and animals one could expect to find in a region. Drake's was rumored to be so magnificent, that anyone who used it could easily visit coasts he had been to without any fear of getting lost or facing unpleasant surprises.

During the brief period he plied the African slave trade, a trade he in time renounced, Drake developed a profound respect for the battle prowess of native African warriors. He particularly respected the fighting skill of the cimarrones, escaped slaves who exacted their revenge upon their Spanish masters by robbing their ships and raiding their settlements. On his early Caribbean raids he allied with them, using their knowledge of the land and easy access to rumors about Spanish activities to his own great advantage. Best of all, the cimarrones had no use for gold or silver, instead taking their cut of the profits from iron, weapons, and trade goods.

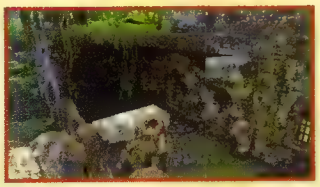
Although his raids were aggressive and daring, they did not always go off effortlessly. On one of his later voyages into the Caribbean, he was shot in one leg. The metal ball remained in his flesh for the rest of his life. Sometimes cities he approached were too fortified to be taken, and in his frustration he would fall upon dispatch boats and maliciously destroy Spanish mail.

REACH DRAKE'S TOWER

Exit the darkened room through the doorway through which the shotgun Pirate came and ascend the stairs leading up to the walkway outside. Up here, Nate encounters another pack of Pirates, but they are nothing he can't handle at this point. Nate also notices a much larger, castle-like tower off in the distance. Make this his destination as soon as he's rid himself of the Pirate threat.

A ROOM WITH A VIEW

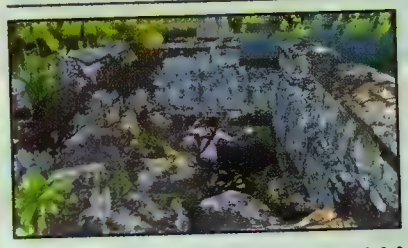
To get to the tower, first enter into the ruined structure at the back of this walkway. The stairs here lead to a dead end, but Nate can jump onto the small ledge to the right of the stairs and then turn around and climb up to the pillar behind him.



From here, leap over to the opposite section of the broken out archway and climb onto what's left of the structure's roof.

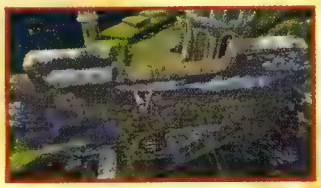
TREASURE

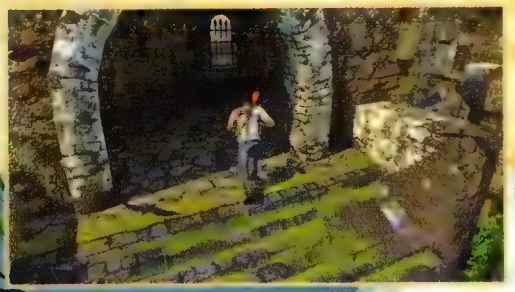
Gold Llama



The way forward is across the ledges along the left hand wall, but before traversing them, turn around and maneuver Nate through the thick, overgrown foliage until he reaches the back of the roof. Nestled in the corner is a new Treasure—a Gold Llama.

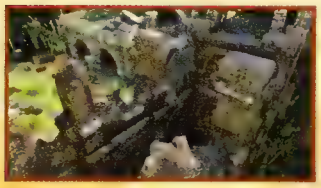
Shimmy across the ledges to the right, leaping from one section to the next, then onto the small platform at the end. Jump down to what's left of the staircase on the opposite side and head into the tower.





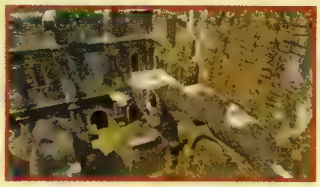
LOCATE ELENA

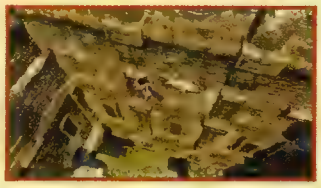
There's nothing to see inside this section of the tower. Walk the short distance through to the other side and leap Nate over to the left pillar beyond. From this tricky position, hang and drop, and then locate the small ledge and drop again. Shimmy to the left and jump from ledge-to-ledge until Nate can go no further, then turn around and jump across the gap to the ledge behind him.



Continue Nate's progress by jumping from this ledge to the one to his right, then jump up and grab the ledge above him and pull him up!

Drop back down and hang, except this time on the other side of the ledge. Shimmy to the left, leaping from one ledge to another along the courtyard walls until Nate reaches the open window at the end. Be ready to quickly move off two crumbling ledges in the process.



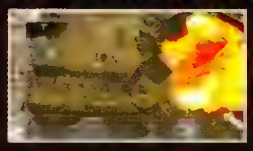


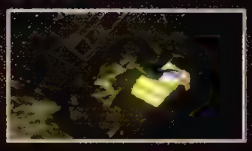
GIRL TROUBLE

Inside Drake's tower, climb the staircase to reach the top floor. Up here, Nate finds the famous explorer's spyglass, which he uses to view the harbor off in the distance, spotting Elena in the process. He also finds that she has become target practice for a couple of Pirates on the walkway below.

SHOOT TO KILL!

Nate has seconds to react and take out the two Pirate guards who are about to fire a grenade at the unwitting reporter. Quickly draw a weapon, take aim, and fire away. If Nate is too slow, Elena dies and you must try again. If Nate hits his marks, they still manage to get a shot off at the balcony on which Nate stands, sending him crashing down and knocking him unconscious.





OUT OF THE FRYING PAN

Chapter 7

When Nate comes to, he finds himself in a jail cell. Elena, who is still free from capture, volunteers to bust him out. Before he can stop her, Nate's long-time enemy and nemesis, Eddy Raja, appears.

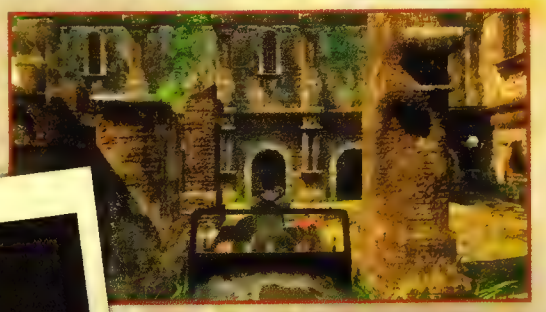
Eddy has Drake's map and wants Nate to lead him to the gold in exchange for his life. If Nate helps him find the treasure, he promises to make sure he gets a cut and the girl. He swears he can find her, but Elena reveals herself first by tearing down the wall using the nearby 4x4. Nate grabs the map and they drive off with Eddy's goons in tow.

1. Escape Eddy Raja and His Men

DEEP JUNGLE

ESCAPE EDDY RAJA AND HIS MEN

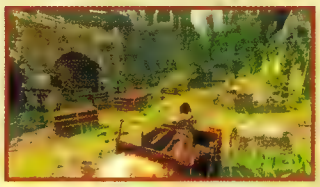
With Elena at the wheel, Nate hops in the back of the 4x4 and the two take off, burning a path out of the Fortress and into the jungle. In order to keep them alive, Nate must man the turret on the back of the truck and fire its machine guns and grenades while Elena worries about the road ahead.



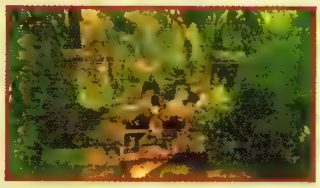
FOUR WHEEL FIRING

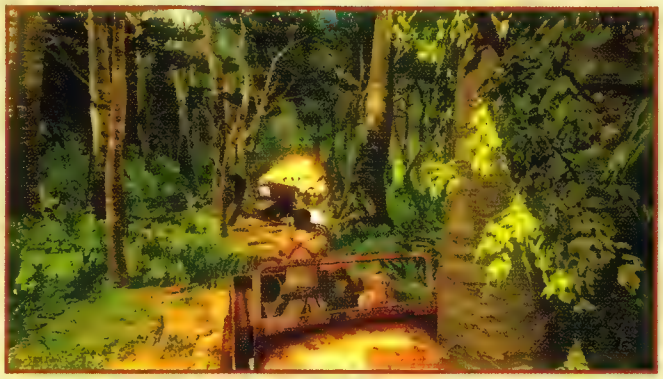
OPERATING THE 4X4'S TURRET IS A FAIRLY SIMPLE AFFAIR. USE THE RIGHT STICK TO AIM THE TARGETING CROSSHAIRS AT THE INCOMING VEHICLES AND ATTACKERS. TO FIRE ITS MACHINE GUNS, PRESS **R1**. *TO LAUNCH GRENADES, PRESS L1. THE MACHINE GUNS NEVER OVERHEAT, BUT NATE'S ACCURACY DECREASES THE LONGER HE HOLDS THE TRIGGER DOWN (SHOWN BY THE WIDENING CROSSHAIRS). THE GRENADE LAUNCHER IS POWERFUL, BUT TAKES APPROXIMATELY TWO SECONDS TO RELOAD BETWEEN SHOTS.*

The chase begins! Eddy's men run at Nate from all sides. It's easy to fire wildly in every direction, but Nate needs to stay focused and aim if he wants to stay alive. The Pirates attack Nate in a specific order. The first ones appear right in front of him as he and Elena make their escape from the prison. Next, a group of thugs come in from the left, then another group approaches from the right. The flammable barrels just off to the right are in the perfect location to wipeout the latest bunch of goons.



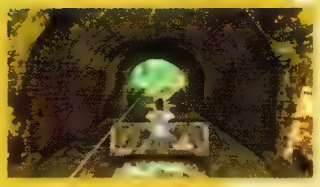
Elena drives out of the ruined fortress and rushes into the jungle. In this area Eddy's men are mobile. ATV's, trucks, and 4x4s join the chase from both the left and right. It takes little to send them ablaze. Use the grenade launcher for larger vehicles to take them out of the race quickly.





The road turns to the left and passes under a waterfall. Eddy's men fall behind for a moment but don't think for a second that Nate and Elena are in the clear. Entering back into the open jungle, an ATV bursts out from the brush to the right. The bike attacks Nate's 4x4 then veers to the right, taking an elevated path just next to Nate and Elena. Here the screen switches to a side-scroll.

MULTITASKING

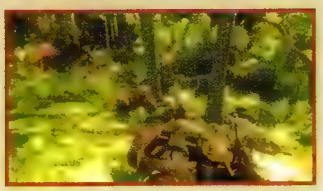


Nate's machine gun has an endless supply of bullets so don't spend any time worrying about conserving them. Feel free to keep your finger on **R1** and let those bullets fly (but remember that his accuracy decreases over time). Nate doesn't even have to release his hold on the trigger when he wants to launch a grenade!

POP THE PIRATES

The Pirate vehicles take quite a bit of ammo to destroy, but the Pirates themselves don't. While using the machine gun, focus on the Pirates manning the vehicles and less on the vehicles themselves.

A few more ATV's enter the scene, but can be easily sent packing with a few well-aimed shots. Soon the two paths merge back into one and Nate returns to his original rear support position.



Just a little farther down and a few exploding vehicles later, Elena gives the heads up that more Pirates are coming in from the right. Turning to the side again, Nate fires at the sudden threat.

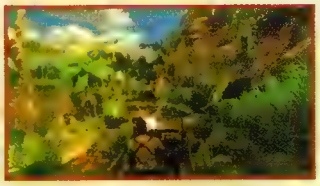
PERSISTENT PIRATES

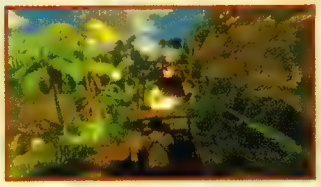
During this side scrolling area Nate encounters a large pickup truck full of Eddy's cronies. Make sure to use the grenade launcher on this one as bullets seem to bounce right off it.

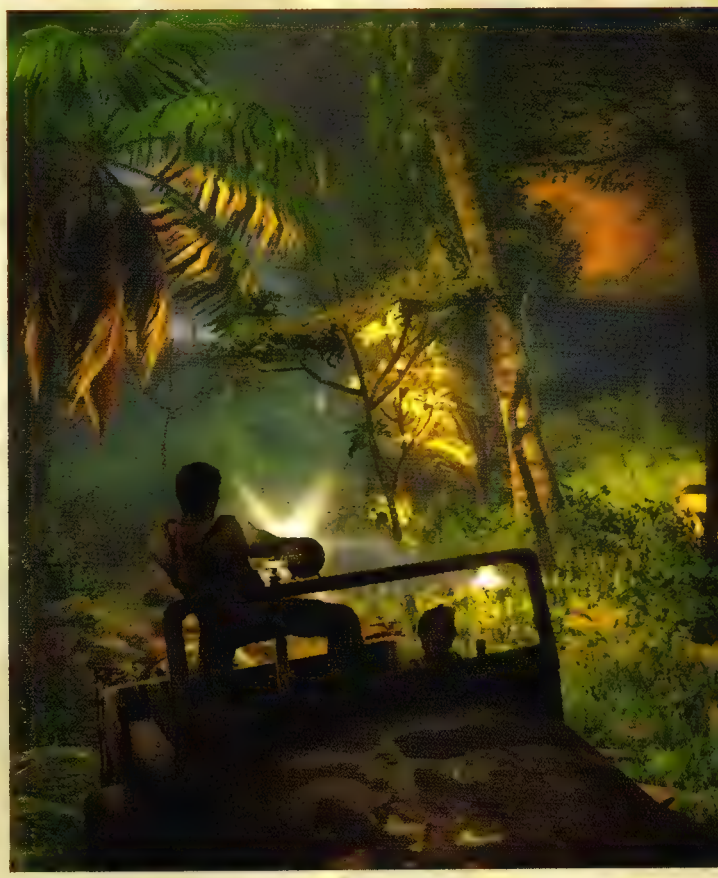
Returning to face the dusty road, Nate has a few more goons on his tail. As the last one approaches, Elena jerks their vehicle to a halt before it reaches a sudden drop. The Pirates fly by and, unable to stop in time, launch off the cliff.

CHICKEN LITTLE

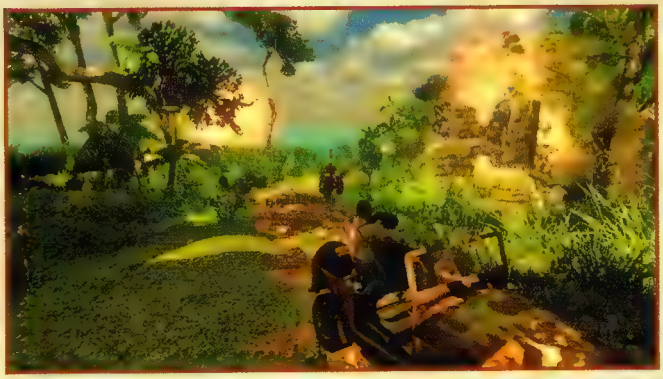
Elena turns their 4x4 around and drives back the way they came. Nate rotates the turret to face over Elena's shoulder, ready to mow down any vehicles that get in their way. As soon as he turns to face forward, Nate sees a large truck coming their way. It's time to play a game of chicken and Nate needs to be quick with the grenade launcher if he doesn't want to lose.







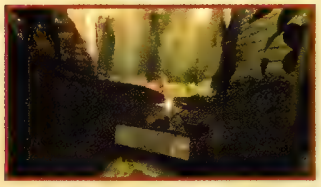
Elena takes the path just off to the right after escaping the near head-to-head collision. Nate swings back around to guard the rear as the usual suspects appear on the scene. Keep focused and don't forget about those grenades!



HIDING IN THE SHADOWS

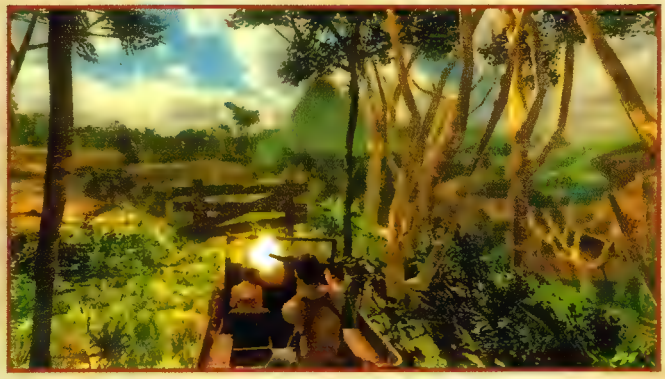
With all the hustle and the bustle of the escape, it's easy to only pay attention to the Pirates attacking Nate head on. Watch out for the Pirates lying in ambush off to the sides.

The path takes Elena and Nate through an old tunnel, Eddy's cronies still giving chase. Elena's cry for help causes Nate to face forward; a stone barricade blocks the exit. Launch a grenade to take care of the obstacle and re-enter the jungle.



SUDDEN STOPS MAY OCCUR

Winding along a cliff side path, continue to blow up any Pirate vehicles that come along. Elena gives another sudden cry; this time there is a wooden roadblock in their way. Nate has little time to smash the blockade apart and whether he is successful or not, Elena still drives though.



Just past the broken shards of wood, the road drops off before it continues again a little ways down in the form of a battered bridge. Thanks to the ridiculous speed of Elena's driving, they make the jump with no problems. Eddy's goons have pulled off for now and Elena has time to finally ask what the hell is going on.

DRAKE & QUEEN ELIZABETH

Although Queen Elizabeth had previously, if unofficially, funded some of Drake and Hawkins's earliest attempts to harass Spanish shipping, Drake didn't really ascend to British circles of power and influence until he agreed to help the Earl of Essex quash an Irish rebellion in 1575 by providing naval support. Although considered a victory by his peers, the quelling of the Irish rebellion at Rathlin Island was in truth a profound low-point for Drake. The brutal truth of the situation was that it involved the massacre of the inhabitants that had surrendered. However, Drake was suddenly as famous for his military prowess as his privateering skill. Using these connections, Drake began preparing for what would be his crowning achievement as an explorer and treasure-hunter: the circumnavigation of the globe.

He allegedly first met with Queen Elizabeth to discuss the monumental voyage in 1577. It's possible he met with an agent acting on her behalf instead, and that Drake merely lied about it later to enhance his reputation. He had a reputation as a braggart, willing to stretch and distort the truth when it made him look better.

It was unlikely that the Queen intended for him to circle the globe, or that Drake even wanted to. In likelihood, the trip was probably conceived as another series of privateering raids upon Spanish shipping. This time, instead of another easy voyage to the Caribbean, Drake proposed passing through South America through the Straits of Magellan in southern Chile, and then sailing northward up South America's Pacific Coast. There he could attack lightly-fortified Spanish ports and treasure ships with impunity, as his assault would be totally unexpected. It would also provide information about whether or not the southern half of South America might a suitable site for English colonies. The mission was kept utterly secret, even from the majority of the crew, until the ship was already far out at sea.

The circumnavigation of the globe likely came in when Drake realized he'd have to get back from the Pacific side of South America somehow. He probably intended to go back through the Straits, as documents written by Elizabeth's secretary indicate. Theories suggest he may have intended to find the fabled Northwest passage through the Arctic Ocean to return home, but this is certainly not how his voyage worked out. He ended up returning to England through the Spice Islands in the Pacific, on a voyage that became a thing of legend by itself.

Before Nate can even get a word out, Elena slams on the breaks as she whips the 4x4 around, just narrowly missing a sudden drop. Without any restrain holding him in place, Nate flies backward and just catches the tail end of the vehicle. Elena comes to Nate's rescue once again, but no amount of girl power can save them from another meeting with Eddy.

Nate's nemesis is back and he means business. Eddy implies that there are more people in on the chase for the ancient treasure than Nate had ever imagined. Nate's curious but this is no time to start asking questions. Eddy demands the map, or else. But Nate still has a few tricks up his sleeves. Telling Elena to hold on tight, the two take the plunge into the tropical waters below.

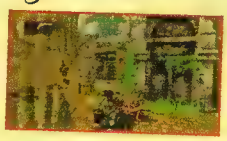
THE DROWNED CITY

Chapter 8

Nate made imaginative use of the 4x4's clutch to back off the cliff and escape the immediate clutches of Eddy and his band of cut-throats. But even after plunging hundreds of feet into the waters outside the entrance to the Drowned City, he and Elena only earn a temporary reprieve. Eddy and his crew aren't giving up the chase that easily—and they've got plenty of firepower to back them up. The bullets are flying so Nate and Elena can't rest on their laurels now.

OBJECTIVES

1. *Fight into the Drowned City*



2. *Navigate the Flooded Ruins*

3. *Find a way into the Tower*

START

END

THE GATEWAY TO THE DROWNED CITY

FIGHT INTO THE CITY

After making their dramatic plunge, Nate and Elena are floating in the waters outside the city ruins. Follow Elena's lead and swim quickly ashore. Don't worry, the bad guys provide plenty of incentive to get moving by sniping at you from above so now is not the time to practice treading water.

WALL-TO-WALL COMBAT

Guide Nate into the ruins, but immediately run to the first pillar and take cover by pressing ◉. Three bandits blast away at Nate and Elena from positions behind pillars and walls.

Lend a Helping Hand Grenade

The bandits won't advance on Nate's position from behind their hiding places, so when they stop moving forward toss a hand grenade in the midst of their positions and you might hit two at once. Remember: adjust the right stick and tilt the SIXAXIS™ wireless controller to determine the range and trajectory of your throws.

BLAST RADIUS

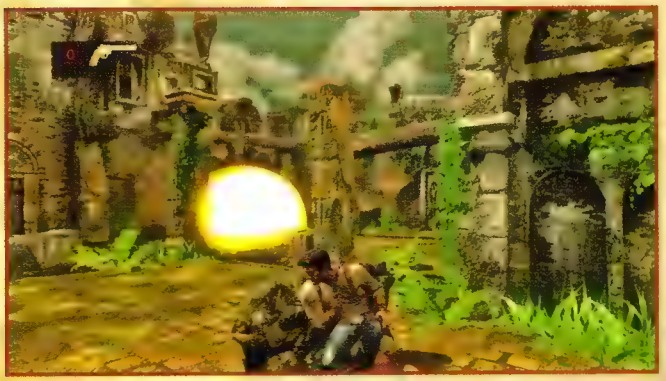
If an enemy hand grenade lands near Drake's hiding place, you might want to move away quickly. Solid objects and walls will usually protect him from the blast, but you can never be too safe!

Nate is a good a hurdler and tumbler, too. Run him up to a low wall and press ⊗ to leap over it. Press ◉ while running to roll Nate in any direction.

Magnum Magic

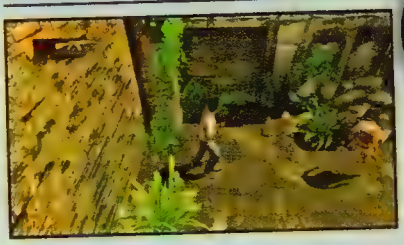
One of the first three bandits is armed with a .44 magnum revolver. With it Nate can dispatch a target with one shot—which is handy when the next four attackers arrive on the scene.

When Nate and Elena eliminate the first three bandits and move forward through the ruins, four more join the fray. The big guy armed with the Mossberg shotgun is the most aggressive and dangerous, so concentrate on eliminating him first. Then have Nate shoot the fuel cans to flush out the rest. Don't worry; Elena's a good shot, too.



TREASURE

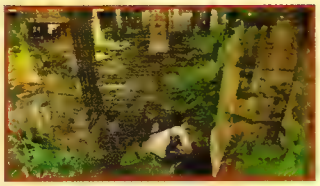
Decorated Silver Ring



You've laid seven bad guys to rest and you've only just begun! But don't let Nate and Elena exit this area before picking up the Treasure. It's hidden in a clump of grass back at the beginning of this area, to the right of the pillar which was Nate's first hiding spot.

OPEN AND SHUT

After Nate picks up the Treasure have him gather all the ammo and grenades he can find. He and Elena find a gate that Nate opens with ease.



NAVIGATE THE FLOODED RUINS

Nate and Elena take a breather near a flooded street where a personal watercraft (PWC) is conveniently moored. Nate begins to express doubts about the wisdom of continuing with this dangerous adventure. Elena's for going on and she shows Nate a video of a building on the harbor where she thinks clues to the El Dorado treasure might be found. Nate, however, also sees a way off the island—fortune or no fortune. After a brief battle of wills, Elena reasons that no matter what they need to get to the harbor. He reluctantly agrees, but this time he's driving.

Seat Nate (and Elena) onto the PWC by pressing ⓐ. The waterway appears to weave through the flooded ruins of an ancient city. Elena marvels at the sight and wonders what could have led to its downfall.

WICKED WATERWAYS

PILOTING THE PWC

CLIMB NATE ONTO THE PWC BY PRESSING ●. PRESS **R2** OR ✕ TO ACCELERATE; PRESS A LITTLE HARDER AND ACCELERATION PICKS UP. STEER THE PWC WITH THE LEFT ANALOG STICK. WHEN NATE NEEDS TO BACK UP, JUST PRESS ■ OR ●.

As Nate and Elena start to navigate the Drowned City, they immediately come under fire! The bandits are lying in wait, and they've positioned themselves on top of buildings and on dilapidated balconies all along the waterway. Nate must move with speed and caution if they're going to make it out alive.

BEWARE THE BARRELS

Be sure Nate avoids the floating fuel barrels—the slightest nudge blows our heroes out of the water! Whenever necessary, Elena can clear a path through them with the grenade launcher.

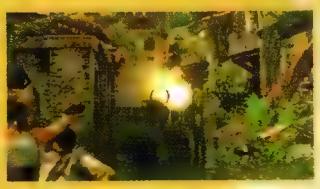
ELENA'S LAUNCHER

IN THIS SECTION, ELENA IS THE SHOOTER. SHE'S ARMED WITH A GRENADE LAUNCHER, WHICH HAS AMAZINGLY LONG RANGE AND UNLIMITED AMMO. JUST LIKE WITH THE OTHER WEAPONS, PRESS L1 *AND THEN* R1 *AND SHE AIMS AND SHOOTS. THE TRICK IS THAT NATE CANNOT PILOT THE VEHICLE WHILE ELENA SHOOTS, SO SHE HAS TO BE QUICK AND ACCURATE OR THE PAIR FLOAT THERE LIKE SITTING DUCKS.*

HEAD FOR COVER

If Nate needs to find cover to regain health or just avoid the gunfire, guide him through the archways on the left side of this channel. Elena might have to shoot a few floating fuel barrels to create safe passage, but from the relative safety of an archway she also gets a clear shot at some of their attackers.

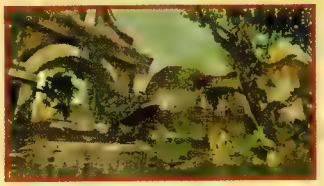
FAST OR SLOW



Because the snipers are stationary and Nate and Elena are on the move there are two potential strategies for this section. The duo can glide slowly and cautiously, carefully stopping to take out each shooter as they go, or they can roar past some of the gunmen without firing a shot.

DEAD CALM

When Nate and Elena slip past all the shooters, they fly off a sunken rooftop into the still waters of an eerily calm portion of the channel. As they survey the dead city's beautiful but spooky remains, Elena, intrigued and a little creeped out by the apparent sudden departure of former residents of the Drowned City, recalls a tale about a cursed Incan treasure. Nate expresses skepticism. Cruise toward the left of this area and



FIND A WAY INTO THE TOWER

From the landing Nate and Elena spy a tower. A cable appears to connect the tower to the Customs House. Nate heads out to reconnoiter the area, while Elena stays behind to guard the PWC. The bandits, however, have other ideas as they ambush Nate along the way.

WINCH

END

START

x2 +

TOWER

x2

DOCK

VOYAGE OF THE GOLDEN HIND

Drake set out on this most famous voyage with five ships. The flagship was the Pelican, later rechristened with its more famous name the Golden Hind. The Pelican name may have been a reference to one of the symbols Queen Elizabeth used to represent herself, since she liked to compare her role in sustaining the country to the way mother pelicans bleed to feed their young.

Accompanying Drake in the Pelican were: the Elizabeth, with captain John Wynter; the Swan with captain John Chester; the Marigold, with captain John Thomas; and the Christopher, captained by Thomas Moore. The ships ranged from a mere fifteen to a sizable eighty tons, the entire caravan obviously designed with hauling away treasure in mind. Around 160 men went on the voyage, and not all were sailors: there were also tailors, an apothecary, a shoemaker, musicians, and some servant boys. Among them was also a preacher named Francis Fletcher whose journal provided most of the details that are now known about the voyage.

The voyage was exceptionally difficult. By the time the ships reached the Strait, only three remained: the Pelican, the Marigold, and the Elizabeth. The Strait crossing itself is considered a fearsome effort even in modern times, due to the fierce, Antarctic cold and the way the passage grows ever-narrowed as ships pass from the Atlantic to the Pacific side. In a brief ceremony before crossing the Strait, Drake renamed the Pelican the Golden Hind, and then set off. The passing was successful, thanks to good weather and Drake's own consummate skill as a pilot. Unfortunately, only the Golden Hind and the Elizabeth made it through the crossing, and there two ships were separated by fierce storms once on the Pacific side. The Elizabeth drifted so far that it was unable to find any signs of Drake's Golden Hind, and so was forced to turn around and sail back to England, bearing news of Drake's successful crossing.

Once on the Pacific side of South America, Drake's crew on the Golden Hind began a regular process of pillaging and raiding the coast. Their Spanish targets were at first so easily surprised that Drake amassed tons of gold and silver before he even reached Lima, which had actually been fortified against him. He seized the treasure ship Nuestra Senora de la Concepcion and instantly gained an unbelievable fortune in gold, silver, and emeralds.

Drake continued as far north as Guatulco, just south of Acapulco, where he stopped to resupply and release a Portuguese sailor he had taken captive much earlier in his voyage, Nuno da Silva. Drake was careful to say many contradictory things to many different Spaniards about how he intended to go home, so he could later take care of the confusion when they all attempted to report back to Spanish authorities. At that point it was clear that he couldn't go back through the Strait of Magellan, not while his single ship was so laden with treasure.

What Drake did for the next few months is disputed. He definitely sailed up at least part of the California coast, and may have spent time with friendly Indians there. He may have tried to find what we now call the Bering Strait, to use as a way home. He may have attempted to claim the land for Britain, calling it New Albion. Or, he may have simply let the Spanish confusion play out, and then set off across the Pacific when the coast was clear.

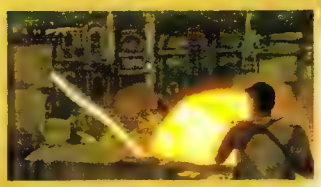
It is clear that at some point, Drake decided to begin crossing the Pacific and threaded his way through the island chain variously called the Moluccas or the Spice Islands. He came after months to a tiny island called Ternate, ruled by a Muslim Sultan who was eager to trade tons of ginger, cloves, and supplies for just a tiny fraction of Drake's treasure. This done, the Golden Hind continued on its way. The worst of the troubles the ship encountered were brought on by its heavy load of cargo, and at one point tons of cloves had to be offloaded to keep the ship from running aground.

Drake's eventual return to England was triumphant. Although Magellan had circled the globe, he died in the Philippines. Drake returned to England dripping with millions of pounds sterling in treasure and also in perfect health. He was knighted and his position as Britain's greatest sailor assured. He brought back so much treasure that with Queen Elizabeth's state of the profits, she was able to pay off the entire national debt with cash left for investment.

Still, it was not a wholly satisfactory journey to everyone. Mapmakers were disappointed that Drake could convey little coherent information about his route or the geographical discoveries he made. Attempts to have trade fleets duplicate Drake's feat for England's gain, in particular to assault Portuguese holdings in the Pacific, ended in catastrophe. The first fleet of successors got no farther than Brazil before turning and heading back.

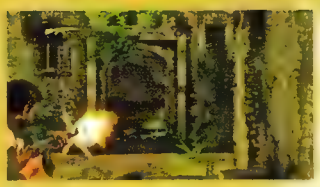
BRIDGE TO PLAZA RUN

Shootout at the Plaza

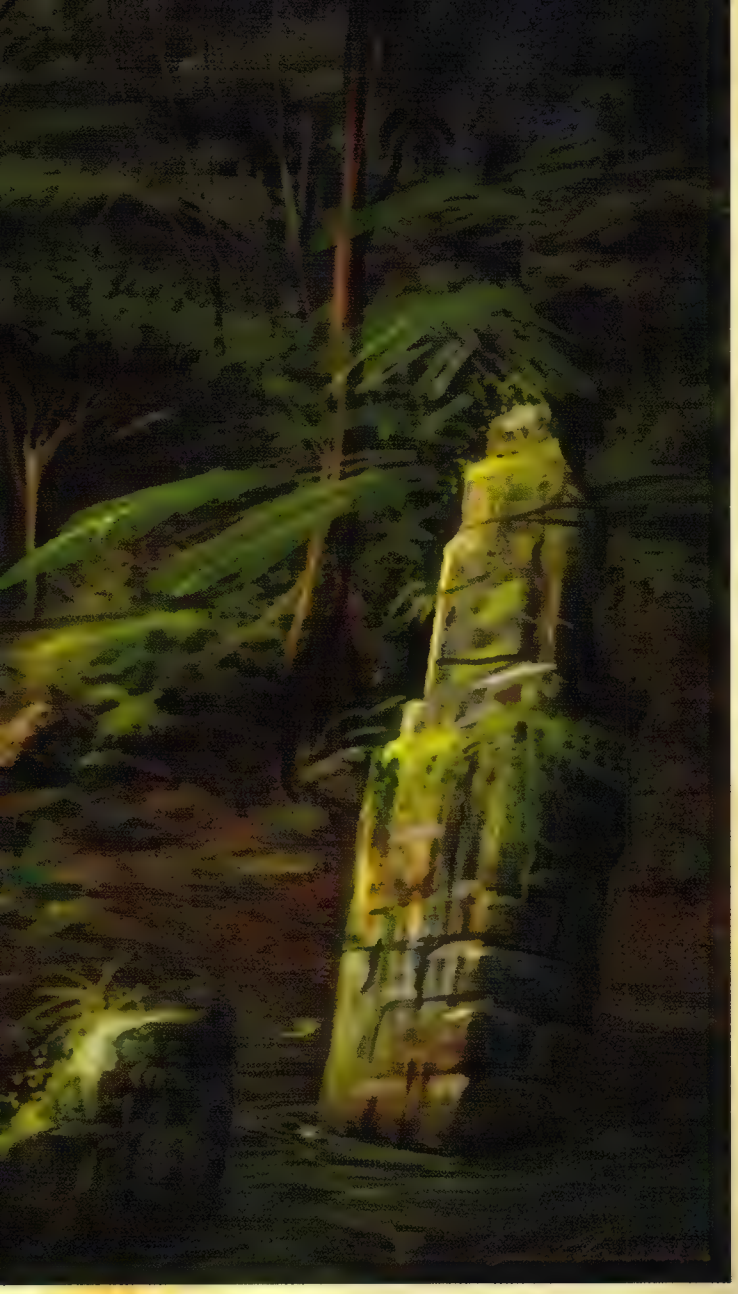


Nate's a solid shooter by now, so he easily takes care of the two snipers at the far end of the bridge. Make sure he grabs all the ammo he finds along the way because he needs it! After crossing the bridge more bandits attack from the small plaza. Use cover to steadily advance toward the plaza, but approach the first low wall with caution. Above and to the left there's a guy with a grenade launcher. One hit nearby and Nate's toast.

More Plaza Fireworks

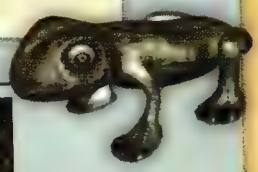


From the back end of the plaza through the archways to the veranda, bandits begin another gun battle. Two particularly nasty burly guys come charging out of the archways. They're wielding a .44 mag and a shotgun respectively, so Nate needs to be ready for them. Then he can pick off the rest with ease. As Nate approaches the archways, toss a couple of grenades through them to start the fireworks.



In the plaza there seems to be a brief break in the action, as Nate approaches a wall with two open archways that lead to a dilapidated, covered veranda. But watch out! Another gang of gunmen are lying in wait.

TREASURE



Silver Frog

When all the bandits have been laid to rest, look for the Treasure. It's over in the left corner of the veranda. Jump Nate over the row of stones that used to be the walls of a room to get there. It's behind a pile of rubble.

Open the Gate

After you grab the Treasure, walk Nate over to the stairs at the back end of the veranda. Walk him up the stairs to a ledge overlooking the water. The Tower and cable are tantalizingly close from here, but it's not going to be that easy to get there.

There's another ledge nearby to the right. Jump Nate over to the ledge, but be ready to pick off a lone gunman. He's guarding a winch that opens a gate that leads to another waterway.

Once the Pirate has been eliminated, drop and hang Nate from the ledge and then use the hanging vine to rope swing to the left, grabbing the windowsill at the opposite side. From here, Nate can hop over and operate the winch.

POWER TO THE TOWER

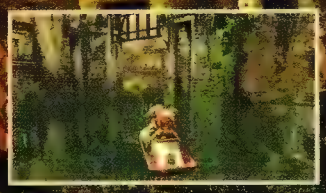
When Elena sees Nate open the gate to another channel of water, she drives the Jetski around and picks him up. Be prepared to make another run through a gauntlet of bloodthirsty banditos.

TO THE TOWER

Chapter 9

After fighting their way into the Drowned City, Nate and Elena look for a way to get into the Customs House. They spy a cable stretching from a nearby tower to the Customs House; and in his hunt for a way into the tower, Nate opens a gateway to a second waterway.

Elena brings her personal watercraft around, and the pair prepares to motor further into the city. The Pirates await them at every turn, and the battle continues.



OBJECTIVES

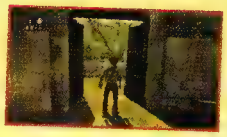
1. *Maneuver through the Pirate Gauntlet*

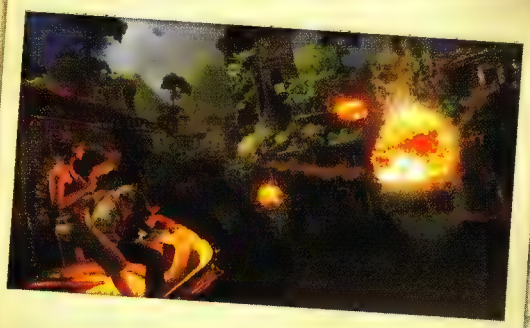
2. *Open the Main Gate*

3. *Find the Entrance to the Tower*

4. *Climb Up to the Cable*

5. *Open the Customs House Door*





To the Tower
09

GATE

x2

DOCK

x2

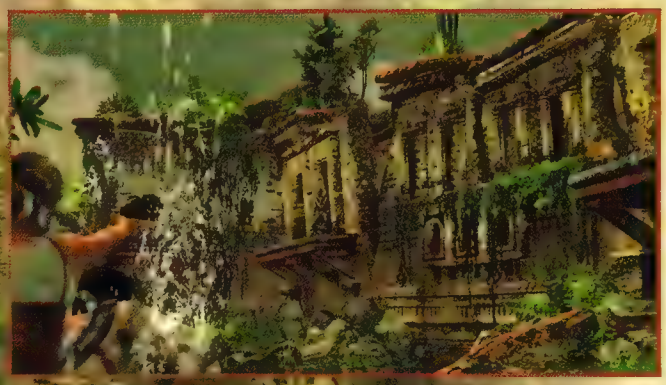
START

END

THE DROWNED CITY

MANEUVER THROUGH THE PIRATE GAUNTLET

In order to reach the tower with the cable, Nate and Elena hop aboard the PWC and prepare to make a run through another city waterway. It's a short but potentially deadly ride, but the real challenge awaits Nate as he searches for the tower.



FIRE UP THE ENGINE

Nate pilots the jetski, but here's where Elena earns her keep with the grenade launcher. Slow and steady is the way to maneuver into position to pulverize the Pirate ambushers.

Heads Up

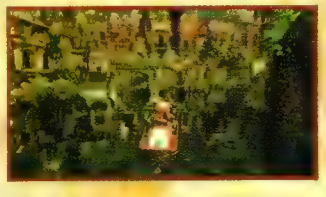
Nate and Elena must fight through a narrow channel that opens up into a wider expanse of water. Like the previous level, the Pirates are positioned above them, on top of the structures and on balconies. If you can't see the shooters follow their bullet trails. Remember: Elena's grenade launcher has excellent range.

Barrel Blasting

Clusters of explosive floating fuel cans block your way. If Elena fires a grenade at the one closest to her, all the cans explode.

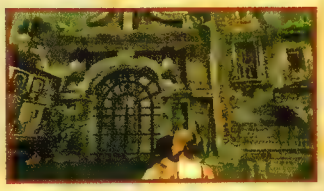
OPEN THE MAIN GATE

When Nate and Elena clear the channel, it opens up to a wide area of water surrounded by buildings that may have once been a dramatic central plaza. Pirates are positioned all around the area.



SEARCHING FOR SAFE PASSAGE

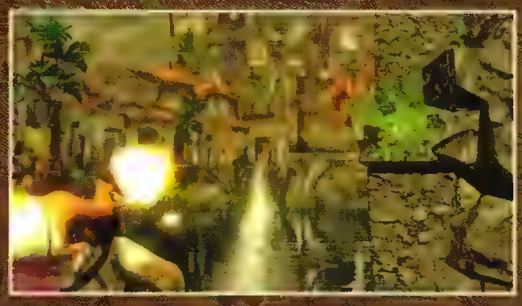
Don't get caught in the middle of this mini-lake or lethal crossfire will ensue. Steer Nate to the left, and the pair instantly encounters a massive gate.



Drop the Stones

Above the gate and at either side are two massive stone counterweights. When Elena blasts the weights the gate opens, but she may have to blast a couple of Pirates first.

SNEAKY GRENADIER



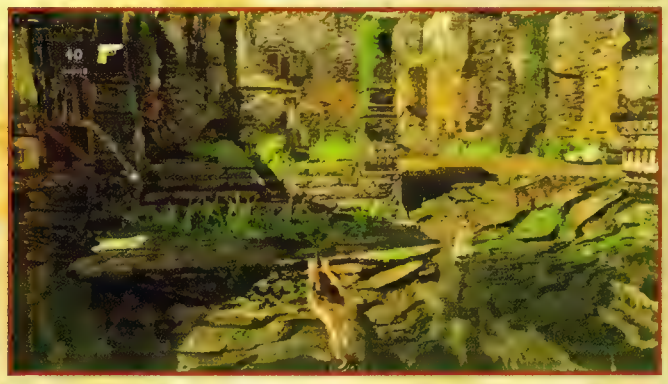
As Elena draws aim on the stone counterweights and Nate maneuvers her into position, the duo must watch out for Pirate snipers, especially one armed with a grenade launcher of his own. Use the semi-submerged structure as cover.

ON THE TOWER GROUNDS

On the other side of the gate is a landing where Elena drops Nate off to find a way to the tower, as she speeds away to meet him back at the entrance to the Customs House.

FIND THE ENTRANCE TO THE TOWER

Nate's made it to dry land, and he's getting closer to the tower entrance—but he's not alone here.



BULLETS FOR BAD GUYS

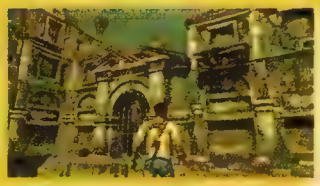
Nate faces a major running gunfight before he finds the entrance to the tower. As soon as he takes a step three bandits come charging around the corner.

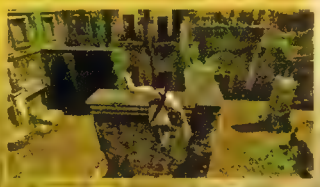
AMPHIBIOUS ASSAULTS

Nate can shoot while he's in the water if he's near the shoreline at water's edge, and sometimes he has no choice in the matter. Since he has a low profile in this position, it's tougher for the bad guys to shoot him back, too.

Swim across the water. Seven more bandits quickly appear and he may have to begin the fight while he's still in the water here. You may also want to take the time to backtrack a bit and snipe the enemies from both the low and tall cover *before* attempting to swim across. This should increase your odds of surviving the swim.

TIME TO CLIMB





After Nate clears the plaza of bandits, walk him to the far end to find a gated archway. He must climb over the archway. Go back into the plaza and find the stairs that lead up to an elevated area. Ledge-hop Nate over to the top of the archway, but don't climb down just yet.

Arch Tactics

Standing on the top of the archway, Nate can survey part of the next area where the bandits are waiting to swarm him. He can see two trying to remain hidden. If Nate shoots the pair from the archway they won't shoot back. That helps even the odds, since as soon has he jumps down the rest of the gang swarms in.

TREASURE

Golden Fish Charm

Don't leave the area until Nate's picked it clean. In addition to the various weapons strewn around (including a devastating M-79 grenade launcher), there is a Treasure stashed away at in this corner along the back left wall. Its location is found near the tower entrance.

THE TOWER SECURED

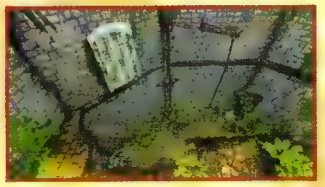
After a fierce shootout, Nate finally reaches the tower's entrance. There are still two bandits hiding inside, but after what he's been through defeating them is a piece of cake.

CLIMB UP TO THE CABLE

Inside the tower, Nate must find a way to reach the cable that runs from the top of the tower to the Customs House. There's nowhere to go but up.

MOVE THE CHAINS

After a brief search Nate spies a lever and gear apparatus. Approach the lever and pull it by pressing ⊕ to make the long chain swing from one side of the tower wall to the other.



Get a Grip

Climb up the chain to the upper floor. Look for the hand holds that lead up to the ledge remnants that circle the inside of the tower wall. Climb him up and then right across the ledges to find another lever and gear system. Pull the lever and another chain swings around to the tower wall. Now climb left, back the way he came, but keep going until he reaches a dilapidated stairway.

WHAT GOES UP...

If Nate falls here, he either lands on the upper floor or he plummets to his death on the ground floor; either way, it's back up the chains for him.

THE LEGEND OF EL DORADO

The legend of El Dorado was inextricably bound up with another myth that profoundly influenced the behavior of all of the great adventurers who came to the New World seeking wealth. It was widely and somewhat irrationally believed by Europeans that the entire New World contained rich stores of precious metals like gold and silver. All that an adventurer had to do in order to seize the riches was to terrify (or slaughter) the local natives with their superior technology.

It was also fueled by the simple fact that very little raw gold had ever circulated in Europe before the first spoils of Hernán Cortés's exploits in Mexico began to filter back to the King's court. What the Europeans saw, or thought they saw, was a civilization so utterly wealthy that they could create golden fish hooks, tools, and countless extravagant baubles. That the Indians used gold the way the Europeans' ancestors had used bronze probably never occurred to anyone. The idea of the New World as a place dripping with wealth was only enhanced when Gonzalo Jimenez de Quesada discovered an emerald "mine" there, as previously no European really had any idea where emeralds came from.

While it's true that the native civilizations of Mexico and much of South America were, to European eyes, rich in gold and emeralds, the Europeans never fully grasped some basic facts about where these precious minerals came from. The gold the Aztecs and other Mexican tribes possessed was primarily alluvial, deposited into the ground by rivers and other sources of moving water. Once they found and shaped it, the supply was effectively exhausted. Even in South America, any gold mined was usually "vein" gold, easily accessed by simple tools and primitive mine shafts. There really weren't any of the fabulous gold mines the Europeans assumed must be there.

Likewise, the Chibcha emeralds could only be extracted from pockets of quartz in a very slow fashion, frustrating conquistadores who thought the "mines" would drip with the gems. They were only seizing great quantities of emeralds at first, because they were seizing at one time most of the stones the region had ever produced.

Something else that could lead conquistadores hungry for gold astray was the fact that, for the natives, gold was often a trade good. A civilization that seemed to be rich in gold might only have it as the result of trading salt, cloth, or other staples with mining tribes that could be very remote. So when a group of conquistadores fell upon a civilization that appeared to have lots of gold, like the Muisca and Chibcha, they often found there were no local sources of it that Spanish forces could gain long-term profit from. Once the gold objects were taken from the local houses and temples, there was literally no more to be had. This also meant that only the discoverers had a real chance of turning a profit, and subsequent explorers or governors of the area had no way of slaking their own thirst for gold. They ran into the same problem with emeralds, finding them in greater quantity and size outside of the Chibcha region that produced them.

Even when Spanish forces began aggressively mining out the Mexican region in the 1530s, they found little to no gold. Most mines could produce only silver, although enough silver to be worth millions when it was shipped back to Spain every year. It was only when conquistadores moved farther south into Peru that any significant sources of gold were found... and these usually fell far short of the lofty expectations Europeans had for El Dorado.

From the dilapidated stairway, climb Nate up the chain. Nate sees another floor, and he should prepare for action. When he jumps up onto the floor, there's a bandit waiting to jump him from the floor above.

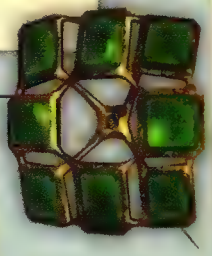
Now run Nate up the stairs to reach the cable and then it's a long slide into the Customs House.

OPEN THE CUSTOMS HOUSE DOORS

After a stomach-churning ride, Nate drops into the Customs House. Elena calls to him from outside the locked doors, but there's still ammo and a Treasure to be found.

TREASURE

Jeweled Golden Broach



Nate makes his way down the stairs to the front door of the Customs House. There's a Treasure to the right of the door in the back corner of the entryway.

BLAST OPEN THE LOCK

THE DOOR TO THE CUSTOMS HOUSE AND SEVERAL DOORS AND GATES TO COME ARE HELD SHUT BY PADLOCKS. TO OPEN THEM, NATE MUST SHOOT THEM OR USE A GRENADE.

To the Tower 09

A HOPEFUL ESCAPE

Nate and Elena have finally opened up the Customs House doors. Now they decide to make their way to the harbor where Nate hopes to find a boat—and escape.

THE CUSTOMS HOUSE

Chapter 10

Inside the Customs House, Nate and Elena enter a huge library packed with ship manifests dating back to the time of Sir Francis Drake's expedition. Open on the table is the manifest for the Esperanza, a Spanish galleon loaded with a fortune in gems, silver, and gold, including a 500-pound golden statue—El Dorado!

As he studies the manifest, Nate reveals a little more about himself to Elena, too. Besides demonstrating an ability to read 16th century Spanish text, he tells her about the silver ring which he wears around his neck. It belonged to Sir Francis Drake and it bears the Latin inscription "Sic parvis magna" ("Greatness from small beginnings"), which was Drake's motto. The inside of the ring also has engraved coordinates for a location off the coast of Panama. And now we know how Nate found Drake's coffin to begin this adventure.

1. *Find the Way Out of the Customs House*

2. *Cross the Ledges to the Harbor*

THE CUSTOMS HOUSE ROTUNDA

FIND THE WAY OUT OF THE CUSTOMS HOUSE

The two adventurers continue to explore the Customs House to find a way to the harbor. They come across a stairway but also discover that they may not be alone.

START

MANIFEST ROOM

x2

WINCH

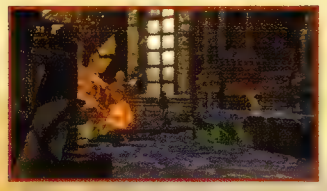
END

The Customs House

10

BANDITS ARE HOUSE-SITTING

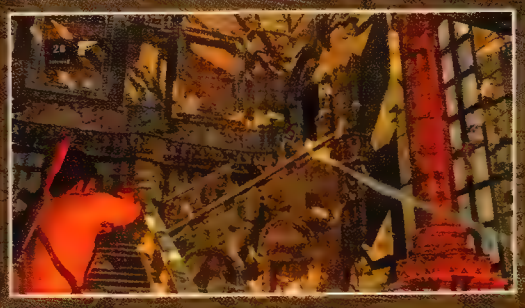
To reach the exit to the outside of the Customs House, Nate and Elena have to battle a well-armed band of Pirate guards. Elena gets pretty aggressive here during the gunfight. Her gunfire helps, but she takes too many hits if Nate lays back.



Stealth Moves

There's a Pirate guard at the top of the stairs that leads from the manifest room to the rotunda. This is a good opportunity to use Nate's stealth attack. Wait until the guard walks by, creep in behind him, and press ✱. Nate must lay low on the stairs until the guard passes. If he sees him, the guard charges the entrance with shotgun in hand.

SNEAKY SNIPERS



During the battle with the guards, watch out for hidden shooters. There's one on a ledge way up near the top of the room. Then around the corner, there's a goon with a grenade launcher at the top of the right staircase. His grenade blasts hurt you even though you can't see him shooting. Finally, a sniper hides at the top of the left stairway and doesn't reveal himself until the fireworks appear to have died down.

TREASURE

Silver Belt Buckle

When Nate eliminates the last sniper at the top of the stairway, he can search for a Treasure up there. It's tucked away in an upstairs corner above the area where Nate and Elena first enter the room to begin their gunfight.

When Nate and Elena defeat the guards, they find a winch that opens a gate to the Customs House balcony. From there they can see a boat at the other end of the harbor. Nate's thinking about escape, but Elena has something else in mind.

CROSS THE LEDGES TO THE HARBOR

Elena remains behind to "grab more footage" as Nate takes off across the outside ledges to find a way to the boat landing.

A DEADLY RUN

Nate shoots open the lock on a gate. Before him lies a series of ledges with another gate at the end. It looks like straightforward running and jumping, but there's more here than meets the eye.

ON SHAKY GROUND

One of the ledges disintegrates as Nate tries to walk across it. It seems like he's sliding to his doom, but press ⊗ at the precise moment and Nate gathers his feet and leaps to momentary safety.

END
WINCH
START

Low-hanging Gunplay

A row of Pirates inside the building try to nail Nate as he works his way along the outside ledges. It's a little tricky to shoot between the window grates, and just standing there makes Nate an easy target. To become a more difficult target, hang Nate off the open break in the ledge. Press **L1** and Nate takes aim from that position.

Save Some Ammo

The gate at the end of the ledges is secured by a padlock. You need to shoot the lock to bust open the gate, so be sure you have ammunition left after you battle the Pirates here. If you run out of ammo, there's a pistol back on the balcony where you left Elena.

THE CONQUISTADORES

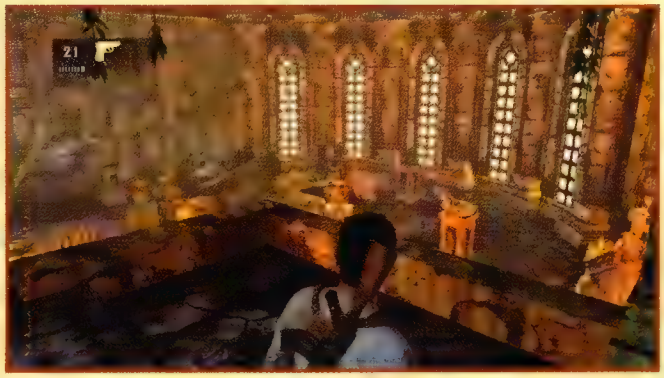
The first explorers to search for the golden bounty of El Dorado were the Spanish conquistadores who began exploring much of Central America in the 16th century. Even as early as Columbus, Spaniards sought out the New World in hopes of finding a source of wealth similar to what Portuguese explorers had found in Asia. Early attempts were frustrated, but Hernán Cortés made a breakthrough when he began exploring the interior of Mexico in 1519. He found an amazing native civilization, the Aztec, just waiting to be plundered. Even when Montezuma's entire kingdom was pillaged, the conquistadores were not satisfied: they ransacked Montezuma's records to find out which lands paid him what kind of tribute, so they could go seeking gold and silver mines.

The obsession with gold was driven by widespread poverty in Spain, where two percent of the population owned ninety-eight percent of the land. Many of the men who went to the new world were desperate souls who otherwise had no hope of surviving long. Chief among them were the hidalgo, younger sons of nobles forbidden to engage in ordinary trades because of their aristocratic blood, and yet utterly penniless. Commoners like failed craftsmen and poor farmers rounded out the conquistadores' numbers. They were often angry men, accustomed to hardship and arbitrary violence, and eager to oppress others after enduring long lives of oppression. Many of the most notoriously cruel conquistadores, like Pedro Limpias, came from a particularly poor and barren region of Spain called Estremadura.

When the conquistadores ran across a rich new target, such as the wealthy Inca nation ruled by Atahualpa, their greed could be frightening and total. The conquistador Francisco Pizarro

SAFE HARBOR?

From the last ledge, Nate shoots open the lock to a gate. After leaping across he finds a winch that opens another gate. Inside Nate looks down on what was once a luxurious rotunda, with huge windows and pedestals all around. He also sees guns and ammo, so he knows there's action coming up. Then he hears a familiar sound pass overhead.



began its destruction by organizing a midnight sneak attack on the Inca capital, Cuzco. After killing perhaps as many as seven thousand people in a single night, Atahualpa was easily captured. Pizarro forced him to ransom his life for an extravagant sum: enough gold to half-fill a room twenty-two feet long and sixteen feet wide, and also double that amount in silver. Pizarro's men received the ransom, and held Atahualpa prisoner for three months while it was melted down and divided among them. Then they put Atahualpa to death and began systematically ransacking all of the Inca tributary kingdoms. Gold, silver, and anything else of value was seized, while the remaining inhabitants fled, starved, or were slaughtered. At the end of Pizarro's rampage through South America, there was simply no Incan empire left.

The Incan nation was the richest prize the conquistadores managed to loot from the New World, and the wealth it produced was never again equaled. Still, the memory of it lingered in the minds of explorers who came to South America, and in stories circulated through Europe of the Incan wonders. It was perhaps desire and hope for an even richer prize to ransack that helped give birth to the legends of El Dorado, the fabulous city made completely of gold. It certainly sparked other legends of rich kingdoms waiting to be ransacked, such as the Seven Cities of Cibola, the House of the Sun, and the land of Quivara. El Dorado was simply the legend that lingered.

While the conquistadores made Spain itself a wealthy nation, most of them as individuals came to ruin and died terrible deaths. Disease and injury claimed many long before they ever saw even a hint of gold. The South American jungles were full of parasites and insects which spread diseases the Europeans could not even conceive of, and which killed them in droves. Even worse were terrifying large animals like crocodiles and jaguars that could easily carry off men and horses that were weakened from lack of food or water.

When someone did make a rich find, as Pizarro did with the Inca, then gold fever ignited in the Caribbean as people heard tales of it. Often any able-bodied men available would flock to the region that was supposed to be rich in gold, willing to risk life and limb to find it in an instant. Keeping workers in farming communities even as far away as Puerto Rico was difficult. The governor there went so far as to punish men who tried to escape to explore Peru by having them flogged and their feet cut off.

Likewise, the natives they encountered were not always helpless and awe-struck before them. Warlike tribes often fought back, or once-friendly tribes grew outraged by Spanish theft of their food and goods. Some tribes used arrows poisoned with a substance the Spanish called curare, a viscous black poison prepared from plants that naturally contained strychnine. These poisoned arrows could quickly erode an expedition's strength, killing horses in roughly a week and men in two to three days. The death brought on by these arrows was particularly horrible, as seizures and insanity befell the victim in the hours before death. If a poisoned arrow felled an expedition's leader, his replacement inevitably decided to head home.

TRAPPED

Chapter 11

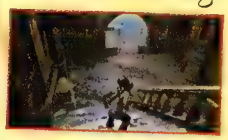
Nate survives the ledge crossing and enters a huge rotunda on his way to the boat landing. Just as he enters, a helicopter passes overhead. He can see through an opening in the roof that it's a military vehicle and definitely not the type of transportation used by Eddy and his crew.

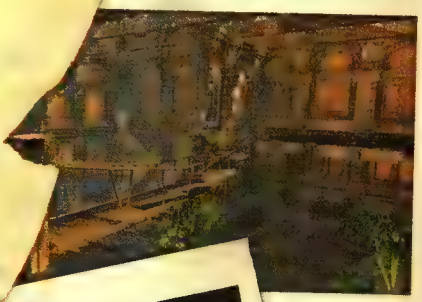
OBJECTIVES

1. *Eliminate the Pirates in the Rotunda*

2. *Fight off the Second Wave*

3. *Find the River Passage*





WINCH

x2

END

START

x2

THE ROTUNDA BOAT LANDING

ELIMINATE THE PIRATES IN THE ROTUNDA

As Nate starts down the long stairway into the Customs House rotunda, he runs straight into a hailstorm of gunfire. The Pirates are everywhere; they even have a .30 caliber machine gun this time.

VICIOUS COMBAT

This is easily the most intense gunfight Nate has experienced yet. As some attackers shoot at him from straight ahead, others move in around him to catch him in cross-fire. Luckily, almost every type of firearm revealed in the game so far is at his disposal—if he can reach them alive.

The Sniper's Friend

Nate can even the odds with the Dragon Sniper Rifle. There's one leaning against the bottom of the staircase to the right side. If Nate shoots from here, it's tough for the gunmen to hit him. Try to get the guys on the high ground at the back of the rotunda. They have the best field of fire. Watch out for grenades.

Firefight Tactics

Nate has to move forward to nail all the Pirates. He can work his way to the right or the left, but going straight ahead is too dangerous. The advantage of fighting toward the right is that there is more cover as Nate approaches the .30 cal.

There's also an M4 assault rifle leaning against the short wall at the base of the stairs. More powerful than the AK-47, the M4 can tear through an enemy with a few rapid fire bursts.

ALL'S QUIET

Once Nate has knocked off all the Pirates, there's a lull in the action. This is a good time to re-arm and re-load because he's going to need some firepower soon.

FIGHT OFF THE SECOND WAVE

After Nate defeats the last Pirate in the rotunda, he moves to the staircase where the .30 cal machine gun is located. He won't have much time to examine this weapon.

THE BANDITS CHARGE

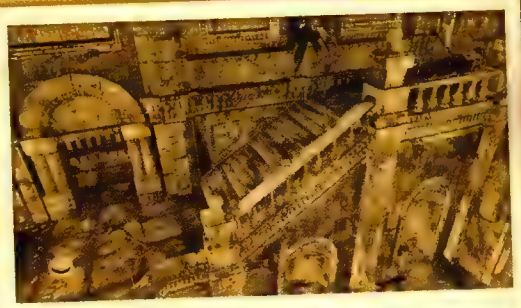
As soon as Nate monkeys around with the machine gun, a second wave of Pirates literally begins dropping into the rotunda area from back where Nate first entered. While their drop-in is quite stylish, now is not the time to admire it. Nate is going to have to get cracking if he's going to fend them off.

MANNING THE THIRTY

NOW NATE HAS THE .30 CAL, AND HE NEEDS IT. MOVE HIM BEHIND THE GUN AND PRESS ●. SWING THE GUN AROUND WITH THE RIGHT STICK AND PRESS R1 TO FIRE. HOLD R1 FOR CONTINUOUS FIRE. REMEMBER, AMMUNITION IS UNLIMITED.

Get to the High Ground

If Nate and the machine gun do their job, the Pirates will start hiding and firing from cover. It might be a good idea to leave the machine gun and have Nate move farther up the staircase. From there he can pick off the remaining enemies with his regular weapons.



ROLL OUT THE ROTUNDA

AFTER HE TOASTS THE PIRATES, NATE DISCOVERS A WINCH THAT OPENS A GATE TO THE NEXT AREA. THIS WILL OPEN THE GATE LONG ENOUGH FOR NATE TO MAKE IT THROUGH. PRESS ● TO OPEN THE GATE, THEN USE ● TO HAVE NATE ROLL DOWN THE STAIRS. ONCE HE MAKES IT UNDER THE GATE, IT SLAMS SHUT, PREVENTING HIM FROM RETURNING TO THE ROTUNDA.

READY TO BOARD

Elena's waiting for Nate when he exits the rotunda, and she's got something very interesting to show him.

HOW EL DORADO MADE SPAIN AN EMPIRE

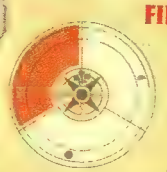
Thanks to the conquistadores, gold was pouring into the Spanish national treasury at an unprecedented rate. The King was entitled to one-fifth of the gross spoils of any significant find automatically. If wealth was extracted from a tomb, a popular practice, the King's share was one-half the gross profit.

In 16th century Europe, a royal power could use such material wealth to immediately purchase international power and influence. In the one-hundred and fifty years that followed the discovery of New World, approximately one-hundred and eighty one tons of gold and sixteen thousand tons of silver went to Spain from the New World. Spain emerged from a long and brutal rebellion against Moorish rulers from Africa to become one of the most potent powers in Europe in the course of decades.

Although Spain's King Charles gladly accepted the gold the conquistadores brought back to him, the Crown never officially approved the brutal things these explorers did to obtain it. In fact, the King didn't authorize expeditions dreaming of more gold and silver; he wanted one of the conquistadores to find a strait that would let Spanish merchants pass through South America to trade spices in the orient. When he did authorize expeditions, the royal contract always charged the conquistadores with trying to find some South American source of useful spices, like cinnamon and pepper. Such spices, valuable in Europe for their role in preserving food, could ensure Spanish power would endure for the foreseeable future.

There were several periods in the sixteenth century, some as long as a decade, when the King refused to grant new licenses to explore due to the reports of atrocities filtering back to his ears. There were attempts to pass laws that would protect the rights of the Indians, although protest from the Spaniards at work looting the New World caused them to be repealed. There were even extensive legal debates between Spanish lawyers and Church scholars, regarding the legality and morality of what the conquistadores did in the New World, although in the end, Spain's need for gold and power overruled them.

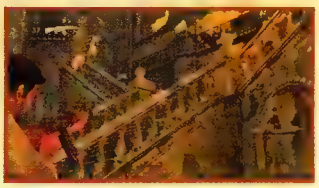
FIND THE RIVER PASSAGE



While Nate battled bad guys in the rotunda, Elena stayed behind to capture more video footage for her documentary. Just as Nate prepares to jump the Pirates and steal their boat, Elena makes him watch the video. Sully's alive!

WHAT'S UP, SULLY?

Nate and Elena miss the boat, but now they want to follow the gang upriver to find out if Sully's with them or against them. They trek up the staircases of the ruins to find an exit. Along the way they find Pirates, Treasure, and a long and ominously rickety rope bridge.



After besting a small squad of Pirates, the duo steps lightly across an ancient and dilapidated bridge. Nate surmises that the massive destruction they see around them was caused by a tremendous gunpowder blast. Then part of the bridge gives way! Elena drops through, but Nate manages to grab one of her arms just in time. He can't hold on for long, and Elena has to make a choice between dropping her cam and losing all her footage or plunging to her death—it's not an easy a choice for her to make. Elena, now camera-less and despondent, follows Nate across the remainder of the bridge.

TREASURE

Spanish Gold Coin

As Nate and Elena trek through these ruins, they soon come to a staircase that splits to the left and the right. The left leads to a long rope bridge, but the right leads to a Spanish Gold Coin.

TREASURE

Silver Spanish Chalice

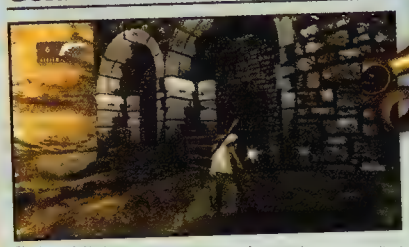
On the other side of the long broken-down bridge, there are more staircases. Walk Nate and Elena down the staircase as far as they can go and they find a chalice in the area at the bottom.

DOWN BY THE RIVER

After picking up the Treasure, walk Nate and Elena up the staircase and out into the jungle. A few steps away there are more stairs. Creep up the steps and silently kill the Pirate found at the top. Then aim for the other Pirate hiding on another set of stairs.

TREASURE

Gold Coatimundi



After taking care of the Pirate near the staircase, walk Nate forward toward the archway in the sidewall underneath the staircase above. Another Treasure can be found near the crates of the right archway.

When the area is secure climb out the new set of steps. These lead up into the river landing where five Pirates are on guard. Creep up there and take them out. Watch for that fifth guard who's hiding. Then climb onto the PWC docked here and head to the monastery.

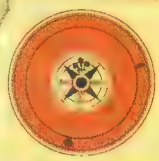
HEADING UPRIVER

Chapter 12

Nate and Elena must navigate the turbulent river to reach the monastery. They've just discovered that Sully's still alive, and now they want to know whose side he's on. A mysterious military presence has entered the equation as well, but all the answers lie upriver.

THE RIVER

NAVIGATE THE RIVER RAPIDS



The mysterious helicopter Nate and Elena saw earlier headed upriver, to the monastery. The quickest way there for our heroes is up the raging river on one of the Pirates' personal watercraft.

RIVER OF NO RETURN

Once again, Nate is at the helm of the PWC, but maneuvering upriver against raging rapids poses new challenges. Similarly, Elena wields a pistol instead of her usual grenade launcher, so accuracy is her primary concern.

DRAKE VS. THE ARMADA

Sir Francis Drake did much in his lifetime to gain glory and fame that last to this very day, but even the Golden Hind's voyage could not compare to the glory he won fighting the Spanish Armada in the name of Queen Elizabeth. He sailed on his first such expedition in 1585, roughly five years after returning from his circumnavigation.

Drake had twenty-one ships and ten companies of soldiers at his disposal, in all 2,300 men. He sailed in this fleet's flagship, the Elizabeth Bonaventure. His orders were to seize the yearly shipment of silver from the New World before it could reach port in Spain, then to cross the Atlantic to the Caribbean and ransack the great Spanish trade centers of Santo Domingo, Cartagena, and Panama. If successful there, he was authorized to then go and seize control of Havana.

This first expedition just barely missed seizing the silver fleet by roughly twelve hours, hampered by bad weather and discipline problems. After entering the Caribbean, it was considerably more successful. Santo Domingo was seized and ransacked with ease, and so was Cartagena. Unfortunately, Drake was unable to ransom either town for nearly the amount he knew the Queen would want him to bring back with him—a mere 132,000 ducats between the two cities. An outbreak of fever also weakened the soldiers and crew, sapping the operation's strength. Attacks on Panama and Havana were abandoned, and the voyage turned to return home.

Despite the disappointment when he returned in 1586, he was sent out again in 1587 to try and prevent Spain from successfully outfitting the terrifying Armada it was assembling in hopes of invading England. Drake descended upon Cadiz with no trouble, approaching with no flags raised so that the Spanish could mistake him for one of their own ships. Although the Bay of Cadiz was well-fortified, many ships strayed far out of range of the Bay's cannons, and these happened to be the ships that were to supply the Armada. With his superior cannons, Drake was easily able to seize, plunder, and destroy them. His efforts single-handedly kept the Armada from sailing that year, and terrified the Spanish so much that they attributed his success to black magic.

Of course, Spain's wealth was such that even Drake's best efforts couldn't destroy the Armada overnight. A perpetual danger with Spain was that they would simply use their deep coffers of gold and silver to repair what remained of the Armada and replace destroyed ships. Throughout the winter of 1587, a huge British defense fleet had to stay mobilized just in case Spain somehow deployed the Armada.

In the defense fleet, Drake was the captain of the Revenge, and served as Vice-Admiral of the entire operation beneath Howard of Effingham. When the Armada did sail in 1588, Drake's leadership of the British counter-attack was widely praised, and many attributed the victory to him.

When the Armada prepared to sail into the English Channel, the poor maneuverability of the Spanish ships and some devastating accidents caused one of the largest, the Rosario, to suffer broken masts. This left it disabled, where Drake had only to sneak up to it under cover of darkness and could easily seize it. Using the opportunity to examine the Spanish ship designs up close, he realized that Spanish battle strategy required British ships to be forced near to them. He realized that as long as the speedy, long-firing British ships stayed at a distance, they would have a profound advantage, and they could also exploit their speed.

Taking this information (and 50,000 ducats of treasure) back to the British defense fleet allowed them to plan out a viable strategy for taking on such a numerically superior foe. Using swift attacks that let them draw near galleons and then swiftly retreat, and by using attacks like sending flaming ships drifting toward the enemy, the English were able to send the Armada into ruin. They were aided by Dutch allies who saw to it that Spanish sailors had difficulty escaping to shore. Although Drake was forced to retreat from the battle early in order to see to repairs for his ship, his tactics were a deciding force in destroying most of the Armada.

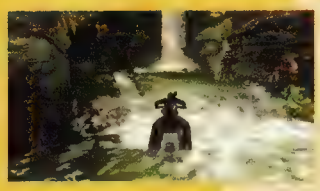
Selective Shooting

Just like in the other PWC levels, Nate drives while Elena shoots. Her targets are Pirate snipers and floating fuel drums. Armed with the pistol now, she's got a new tactic – she can either stop and manually aim, or she can blind-fire while Nate drives (simply press **R1**). This tactic is less accurate, but still very effective.

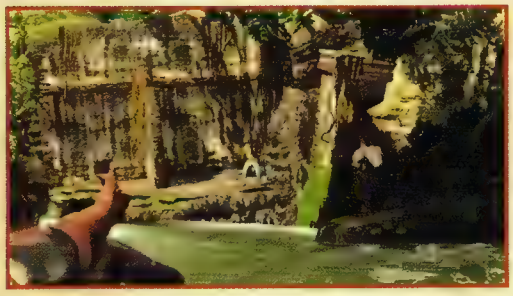
Start the journey up river by turning the PWC to the right. It's pretty slow-going thanks to the strong current. After driving through a set of ancient pillars the river turns to the left. Nate and Elena reach the first set of fuel drums here. Stop to let Elena shoot them before continuing.

The River Waggle

Nate has to pilot the PWC upriver against a strong current. Avoid the steepest rapids when possible. When a steep stretch of river looks particularly formidable, wiggle the left analog stick left and right to fishtail through the current.



Just upriver, a Pirate shoots at the two adventurers from a stone embankment to the right. With only one Pirate to pick off, this is a great spot to practice aiming with Elena's pistol.



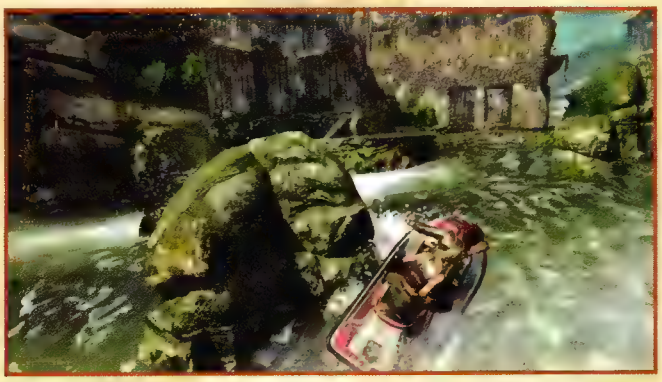
Keep charging upriver, following the twists and turns. Shortly, Nate and Elena enter a wide section of the river. Eddy's men line either side of the water, shooting down at the PWC. Have Elena target the Pirates off to the right first, then move on to the ones standing on higher ground just to the left.

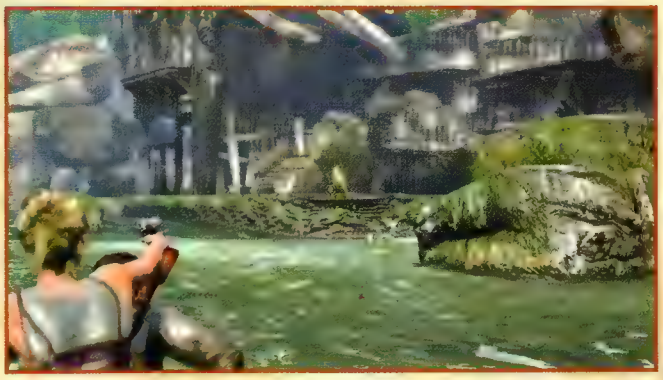
Fuel Drum Fury

The exploding fuel drums seem more lethal than ever on these waters, and with the raging river current this is definitely the hardest area in which to try to avoid running into one. The best tactic is to have Elena shoot drums as often as possible.

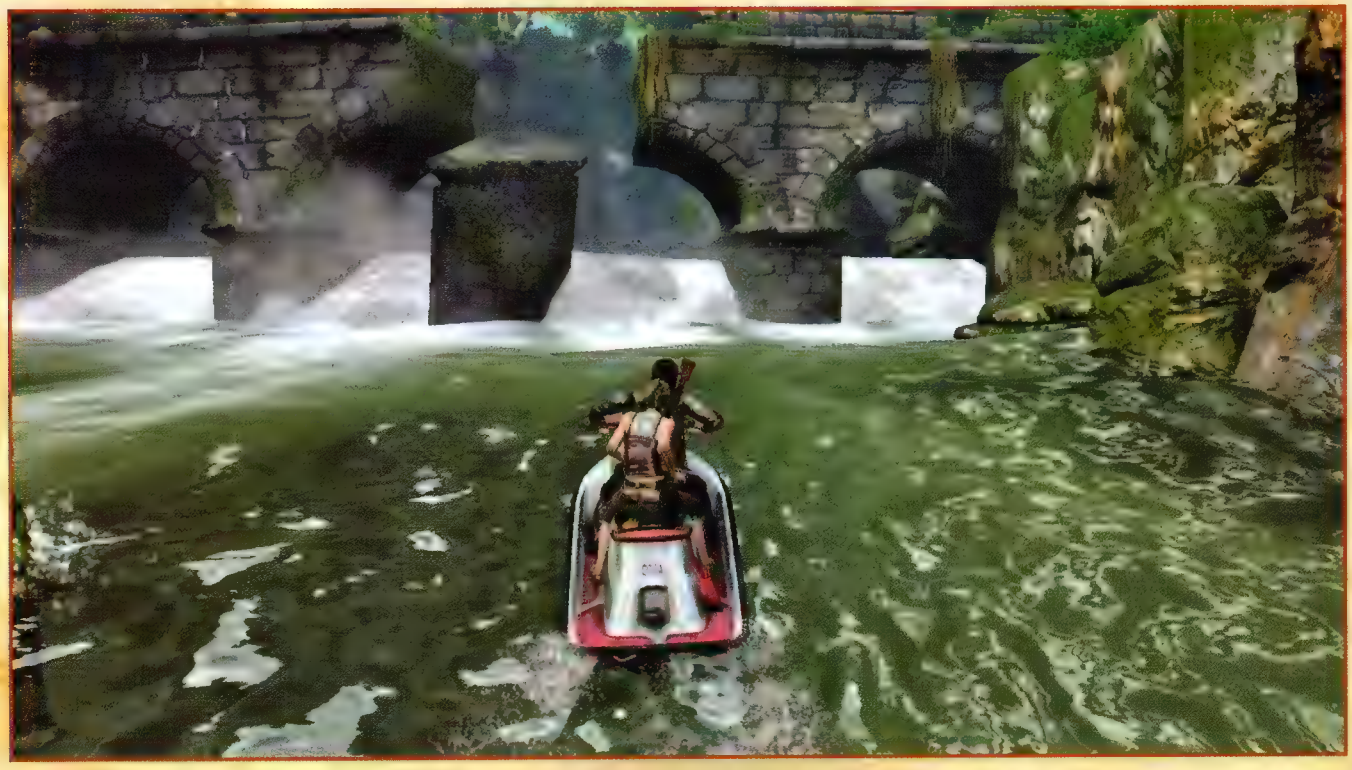
Past this first section of Pirates lies another. This time Eddy's foolish goons are standing right in front of extremely flammable fuel drums. Take advantage of their stupidity and aim for the drums.

After clearing out the area, drive on. For a while it's nothing but harsh rapids and fuel drums. Just when it looks like Nate and Elena can take a break from worrying about Eddy's men, the Pirates make a comeback.



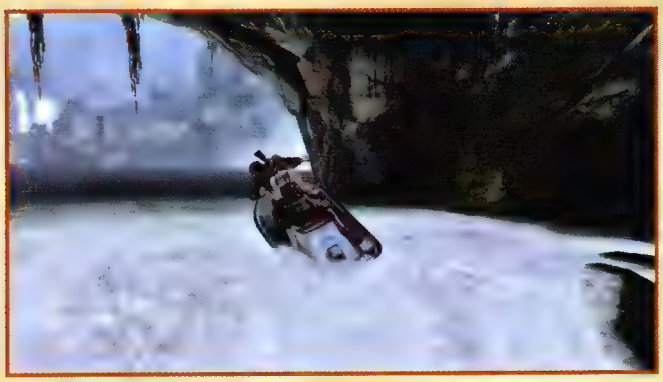


Once Nate's enemies have been taken care of and he can safely exit the area, continue toward the Monastery.



GET THEE TO A MONASTERY

After running the river rapids, avoiding a traffic jam of exploding fuel drums, and battling bloodthirsty Pirates along the way, Nate and Elena finally reach their goal: the monastery. Maybe now they can find some answers to their many questions.



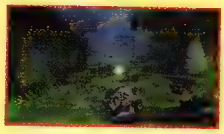
SANCTUARY?

Chapter 13

Nate and Elena navigate up the river to an ancient monastery where they plan to investigate Sullivan's miraculous reappearance on the island. Here they discover that the gunmen outfitted in military gear are Roman and Navarro's mercenary army, who have been recruited to recover the El Dorado treasure. They also begin to wonder if other, more mysterious forces may also be following and influencing the course of events.

OBJECTIVES

1. *Fight to the Monastery Entrance*

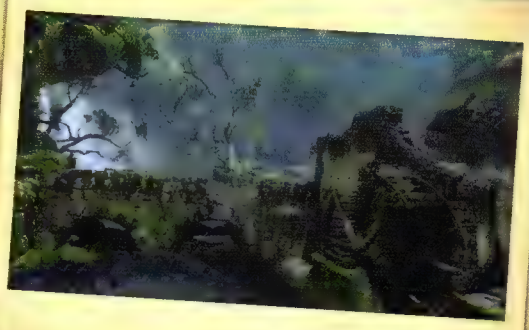


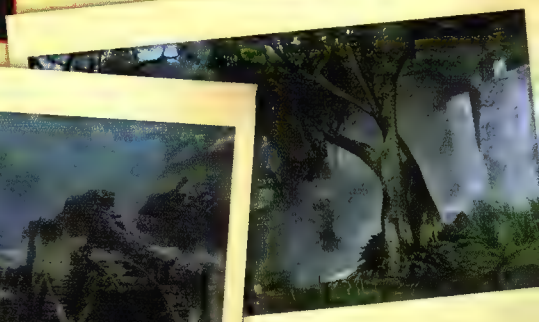
2. *Defeat the Mercs in the Courtyard*

3. *Find a Way to the Library*

4. *Fight the Mercs in the Second Courtyard*

5. *Solve the Riddle of the Statues*





END

START/DOCK

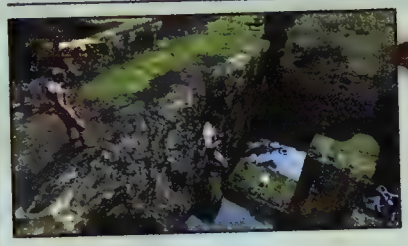
THE ANCIENT MONASTERY

FIGHT TO THE MONASTERY ENTRANCE

From the river landing, Nate and Elena seek out an entrance into the ruins of the ancient monastery. Once Nate kicks through the first shut gate they come across, they immediately encounter three of Eddy's guards for a brief firefight.

TREASURE

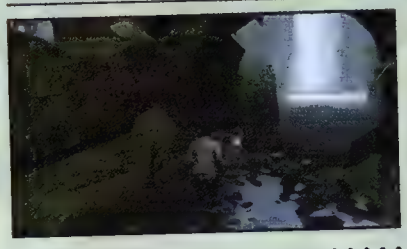
Golden Turtle



A Treasure sits at the base of the bridge on its foundation. There's a break in the left side wall of the bridge. Spot the Treasure below and to the left.

TREASURE

Silver Inca Cup

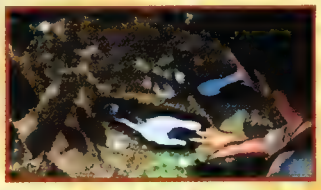


Just past the spike trap, Nate and Elena come to a stairway that bridges a small stream. There's a Treasure just beneath the bridge. Drop down to the stream below to collect it.

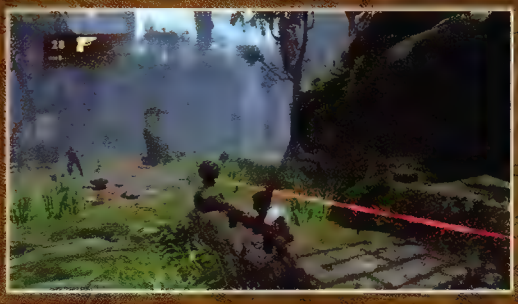
ROMAN UPS THE ANTE

Nate and Elena hike up crumbling stone steps that wind through the jungle to the monastery. Along the way, they discover a gory surprise. Someone - or something - has set deadly, homemade booby traps that are victimizing the Pirates. This trap even turned parts of their airplane into instruments of death. Nate gets the eerie feeling that they are being watched.

The Pirates have been persistent adversaries, but now a new and even more deadly crew joins the party. Roman and Navarro command mercenaries outfitted with military caliber weapons and gear. Accordingly, their tactics are much more aggressive.



LETHAL LASERS



In the area leading up to the monastery Nate encounters mercenaries armed with powerful, large caliber pistols with laser sights mounted on them. He instantly discovers that they always go for head shots. That means "one shot, one kill" so Nate cannot remain exposed for too long when they are in the vicinity. Luckily, he can see the beams slicing through the air. Also, they are vulnerable to regular weapons' fire like everyone else, and shooting at them throws their aim off.

UPGRADE WEAPONS

Nate discovers that some Pirate firearms like the AK-47 rifle are less effective against the body armor of the mercenaries than military issue weapons. They still cause damage, but it takes more ammo and damage lessens over long ranges. Grab one of the mercenary's Desert-5, 92 FS-9mm, or M4 rifle for more suitable firepower.

DESERT-5

THE DESERT-5 IS A SUPER POWERFUL SIDEARM THAT PACKS QUITE A KICK. IT IS EFFECTIVE AT MEDIUM-TO LONG-RANGE DISTANCES AND ITS ARMOR PIERCING ROUNDS CAN SLICE THROUGH A HEAVILY PROTECTED ENEMY WITH JUST ONE WELL-AIMED SHOT. THE DESERT-5 CAN HOLD 7 ROUNDS IN ITS CLIP BEFORE NATE MUST RELOAD, BUT HAS A SLOW RATE OF FIRE.

92 FS-9MM

SUPERIOR TO THE PM-9MM PISTOL, THIS SIDEARM HAS AN AMAZING RATE OF FIRE FOR SUCH A SMALL WEAPON. WITH ITS LARGE CLIP CAPACITY (UP TO 15 ROUNDS), NATE CAN FIRE OFF A VOLLEY OF SHOTS BEFORE HAVING TO RELOAD.

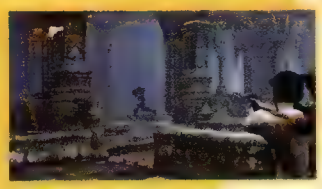
WHOSE SIDE IS SULLY ON?

When Nate and Elena reach the edge of the jungle, it overlooks a clearing to the entrance of the monastery. They overhear two guards talking, and these guys don't trust Sully. Apparently Roman and Navarro have him working in the library, in the east wing of the monastery.

DEFEAT THE MERCS IN THE COURTYARD

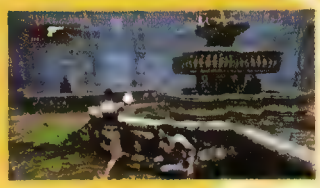
When Nate and Elena enter the monastery courtyard, they have little time to wonder at the weird mix of decaying religious architecture and jungle overgrowth. Mercenaries charge out from the far end of the courtyard, guns blazing.

Work from Front to Back



The soldiers at ground level pose the immediate threat. Get them as soon as possible, and then pick off the mercs on the rooftop. Guys with shotguns like to sneak in for close range kills.

Be a Team Player



At this point, Elena feels quite comfortable using her firearm in battle. While Nate is more than capable of holding his own, he has a much higher chance of surviving when fighting alongside her.

BEWARE THE LASERS

There's one stairway leading inside from the courtyard and up to the second floor. Watch it! As soon as you step in front of the entrance, the beams from laser sights stream out to find you.

SAS-12

NATE CAN RIP A FEW OF THESE POWERFUL SHOTGUNS FROM THE COLD, DEAD FINGERS OF HIS FALLEN ENEMIES. THE SAS-12 IS A DEADLY FIREARM THAT IS CAPABLE OF STOPPING A RHINOCEROS IN ITS TRACKS. WITH A SLOW RATE OF FIRE, WHAT IT LACKS IN SPEED IT MAKES UP FOR WITH SHEER FIREPOWER.

Sanctuary? 13

ALL'S QUIET

Beat the courtyard crew and things quiet down for a while. Nate and Elena must search for a way deeper into the monastery grounds, and for Nate that means there's plenty of jumping and climbing ahead.

HAND-TO-HAND

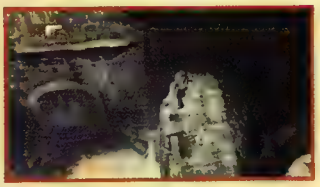
THE SNEAKY MERCS MIGHT CATCH NATE OFF GUARD. WHEN IT'S TIME TO THROW SOME FISTS, TRY A COMBO. NATE PUNCHES WITH ONE-TWO POWER BY PRESSING ▢,△,▢.

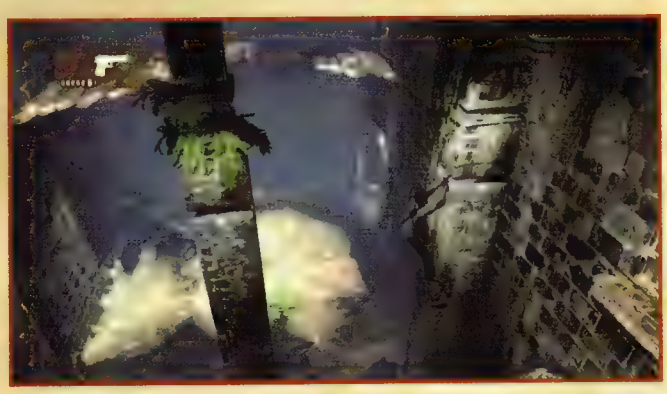
FIND A WAY TO THE LIBRARY

Sully's in the library somewhere in the east wing of the monastery complex. It's up to Nate to find a way there.

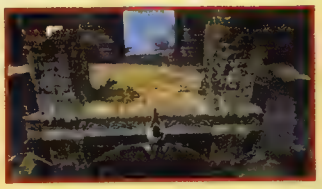
HIGH-FLYING HANDIWORK

There's only one stairway from the courtyard (the one where the laser pistoleros holed up). Run up these stairs and to the right. Nate finds an entryway with a dilapidated staircase. From there he spies a way to leap across to the remnant of an upper floor, and then leap across the pillars. This pathway leads to a gate.





After knocking down the gate, run straight ahead. On the left there's an opening which overlooks a closed off section of the courtyard. Drop to the ground from here.

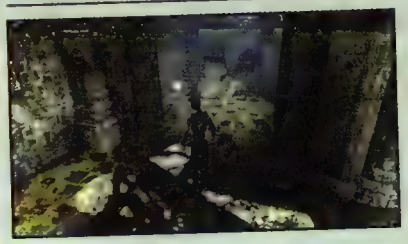


Blow Up the Barrels

After climbing into the closed-off section of the courtyard, Nate has to create an opening so that Elena can join him. There's a bunch of powder kegs piled up against a section of the wall. Stand back and shoot them to blow the wall to smithereens, allowing Elena access to the area. If you're out of ammo, there's a 92 FS-9mm tucked away in a corner of this area.

TREASURE

Jeweled Silver Cross



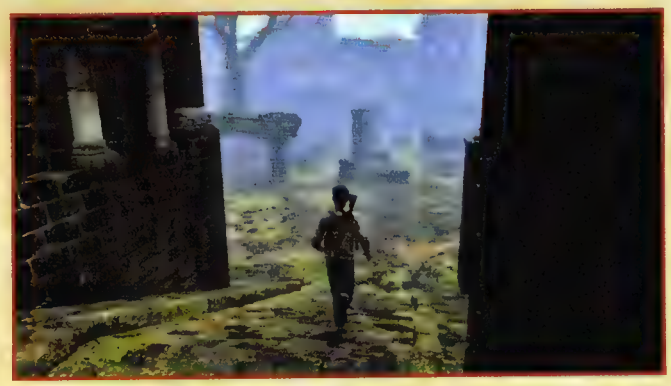
Before moving on, there is a Treasure tucked away in the corner to the right of the opening that was blocked by the barrels.

The Two-Person Winch

After picking up the Treasure, run Nate and Elena back across the courtyard to a gate with a winch. Looking up, Nate sees a long vine hanging down beneath a window far above, but he can't reach it right now. Instead, Nate pulls the winch to open the gate, but he can't keep it open. So as Elena opens the gate with the winch, move Nate underneath it. He holds it open while Elena runs under.

A COMPLEXING COMPLEX

Nate and Elena slip under the gate to discover that the monastery has an inner courtyard, too. This one is even more elaborate than the one they first entered; it's also more deadly.



FIGHT THE MERCS IN THE SECOND COURTYARD

Nate and Elena begin to understand the complexity of the monastery layout as they survey the second courtyard in the interior of the complex. Too bad they in turn are discovered by the mercenaries.

TREASURE

Silver Toothpick

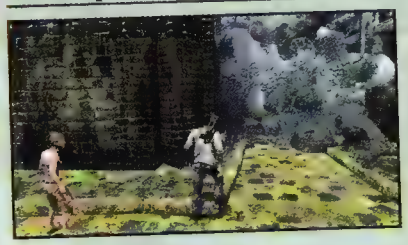
The Silver Toothpick is hidden on a narrow balcony just to the right of the ramp upon which Nate and Elena enter. Don't miss it!

A COORDINATED ATTACK

The mercenaries continue to use the tactic of positioning snipers above to give covering fire to advancing troops below. Lasers criss-crossing the courtyard let Nate know that these particular snipers love headshots—and it's his head they want to shoot.

TREASURE

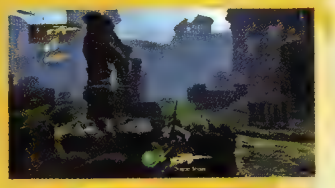
Gold Spanish Chalice

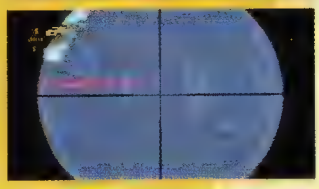


When all the mercs are laid to rest, Nate can find a Treasure at the side of the large church with the twin towers. It is next to the far right edge of the building as he faces the church.

SNIPE THE SNIPERS

The action in the second courtyard heats up quickly as soon as Nate and Elena make the scene, but Nate sees a sniper rifle straight ahead of their opening position and it's leaning against a wall. Run forward to it. Nate doesn't want to expose himself to the snipers, so press ◉ to crouch behind the wall for cover then press △ to grab the rifle. Nate can take out the two laser snipers to eliminate murderous crossfire.





TREASURE

Silver Coatimundi

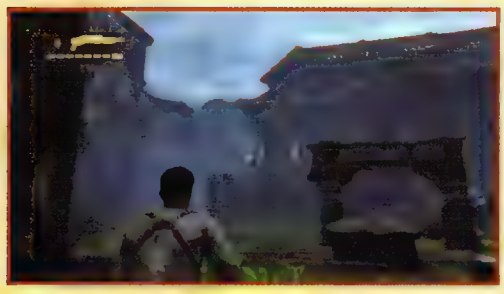
After Nate finds the Treasure by the church, he can find another one at the other end of the courtyard. Run clear across the court to the far corner, directly opposite from the spot of the first Treasure by the church. From there, follow the short flight of steps to a small courtyard and the Treasure's there in a corner.

SNIPING IS SLOW

The sniper rifle is great for long ranges, but aiming it for close range action is lethally slow. When attackers get too close to Nate's position have him switch to his pistol or grab another weapon.

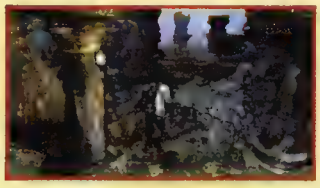
CHECK OUT AT THE LIBRARY

In addition to the church, there's a library in the courtyard. From the radio conversation they overheard earlier, Nate and Elena know this is where Sully must be holed up. They don't want to chance using the main entrance so they look around for another way in. There's a stairway around to the left side of the library that leads to a gaping break in the wall.



SOLVE THE RIDDLE OF THE STATUES

As Nate and Elena peek in they see—Sully! He's recounting his tall tales of the bars in the Philippines to some mercenary guards who have heard it too many times before. Same old Sully, same old mercs.



OX/LUKE

ANGEL/MATTHEW

TORCH

x2

START

LION/MARK

x2

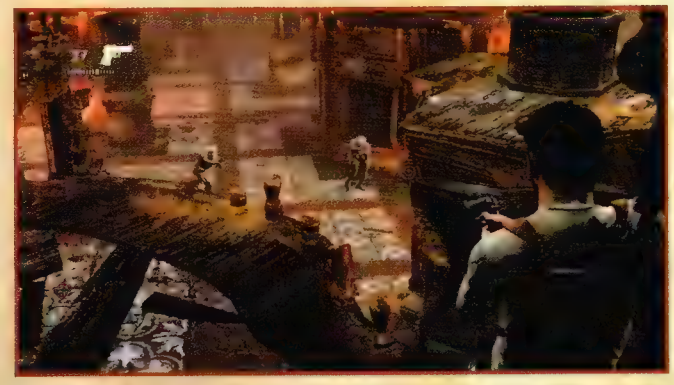
EAGLE/JOHN

+ x2

+

LIBERATING THE LIBRARY

The mercs see Nate and Elena and the bullets fly. This time they have the high ground on the goons below, but there are bad guys up there to give them trouble, too.



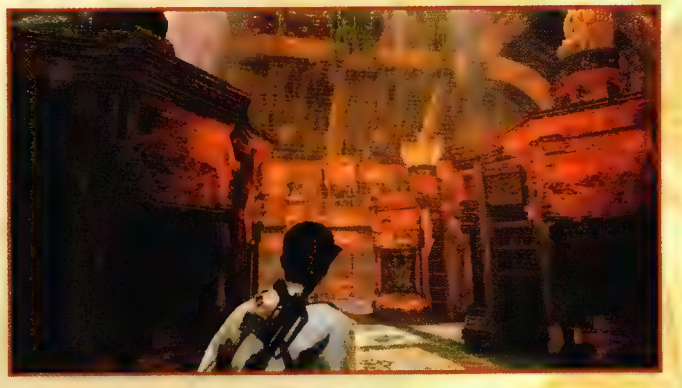
Battle of the Balcony

The mercs continue to use crossfire as a tactic. This time laser gunmen are positioned above and below, while their comrades advance around the balcony and toward Nate and Elena on the ground floor. Hide Nate behind one of the tall posts, where he can take out lasers starting with the guy on the balcony.

SULLY 'FESSES UP

When the guards have been taken care of, Nate and Elena have a talk with Mr. Sullivan. They want to know why they should trust him again; he wants to know why Nate left him before making sure he was actually dead. How did he survive the point-blank gunshot? Sully shows Nate Drake's notebook—with a neat little bullet hole in it. The book stopped the slug.

Sully explains that Roman kept him alive to help them find the El Dorado treasure, but he's been leading the bum on a wild goose chase hoping that Nate would come to the rescue. The trio decides to let bygones be bygones when Sully explains that he thinks the treasure vault is hidden in the monastery, and that their first clue may be in this very library. Then Nate notices four statues standing at points of a compass painted on the library floor.



The Statues Are the Key

Have Nate open Drake's notebook by pressing **SELECT** to reveal an illustration that shows which compass directions the statues should facing.

Climb Nate up to each statue, where he can turn it by holding ⊕ and moving the left stick left or right. Using the compass on the floor below, turn the Eagle (John) to face East; turn the Ox (Luke) to face South; and turn the Lion (Mark) to face West. A doorway opens leading to a room below.

MATTHEW

JOHN

LUKE

MARK

TREASURE

Golden Cup and Cover

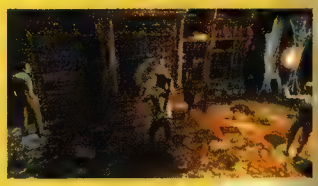
The downstairs room of the library holds a Treasure that's simple to find. As he enters the room, walk Nate over toward the far left corner. The Treasure's easy to spot.

WAKING THE DEAD

Nate decides to descend alone into the area Drake's diary ominously called "The Land of the Dead." Elena and Sully reluctantly agree to wait behind until he can find a safe way for them to follow.

TURNKEY TORCHES

In the library's downstairs room, Nate uses Drake's notebook to find a clue. Two metal torches adorn a far wall. Walk Nate over to each one and press ▲. A false wall opens to reveal the stairway to the catacombs.



THE LEGENDARY GOLD MINE

As Spain and the rest of Europe saw their political world transformed by the gold the conquistadores brought back from the New World, many people began to ask a plainly logical question: where had the gold originally come from? For the natives to have so much of it, it seemed to the Europeans that they must have mined it from somewhere. It then followed that such a mine might still be stuffed full of raw gold that primitive mining techniques couldn't extract. The richness of this mine was exaggerated as the theory repeated, and soon many called it El Dorado.

Soon expeditions were raised to try and venture deep into South America to find the gold mine. Perhaps the most famous and tragic of these is the mission of Gonzalo Jiminez de Quesada, whose entire party died in the jungles—including his brother, who was struck by lightning. In time Quesada passed his mission down to his heir, Antonio de Berrio, who did manage to find mines in South America. It was nothing that deserved the name El Dorado, though.

GOING UNDERGROUND

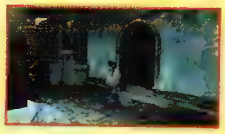
Chapter 14

After Nate and Elena reunite with Sully in the library, together they uncover a passageway that leads underground and possibly to the vault where the El Dorado treasure was hidden. Nate heads off on his own to search for a path they can all use to continue their hunt.

OBJECTIVES

1. *Find a Way through the Catacombs*

2. *Find the Entrance to the Second Catacombs*



3. *Explore the Second Catacombs*

END

WINCH

START

THE CATACOMBS

FIND A WAY THROUGH THE CATACOMBS

Nate's goal is to make his way through the catacombs and see if he can find any clues leading to the treasure vault. He's a little creeped out by this "Land of the Dead," but he's more worried about running into bands of mercenary guards.

DOWN TO THE DEAD

Nate steps down a long staircase, deep underground to the first catacombs. It's dark and dank, but at least he earns a reward before he begins his exploration.

TREASURE

Golden Inca Vessel

When Nate reaches the crypt at the bottom of the stairs, there's a treasure up on a ledge to the right. Jump up there to grab it. You can even see Nate's next move from there.

TREASURE

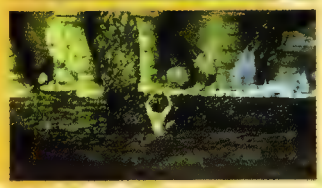
Gold Skull

When Nate reaches the other side of the underground chasm, he stands on a landing at the foot of some stairs. There's Treasure to the left of the stairs behind the small waterfall.

Nate sees no end to the perilous jumps and climbs ahead. From the corner where he finds the Treasure he sees that it's simple to climb up onto the ledge and into the cavern. Once inside, Nate comes to the edge of a deep chasm. And that's not all. It looks like the mercenaries are close by, too.

Crossing the Chasm

It's too far for Nate to jump across the chasm. But over to the right edge it looks like weathered stone can be used as handholds around to the other side. Drop down on that side by pressing ◉, then climb around the edge of the chasm until he reaches the other side.



Neutralize the Ambush

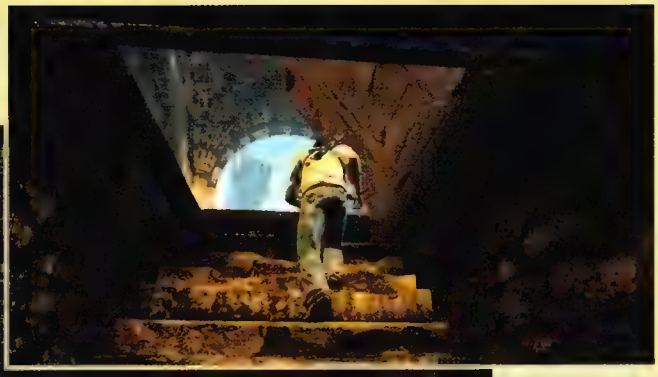
As soon as Nate climbs up to the top of the stairs, the mercs jump him. This time they move in a pincer tactic, to surround him from two sides. Nate's dead meat out in the open. Move back down the stairs to neutralize the pincer attack. From there he has a good angle of fire with the assault team forced to stay in front of him. Alternately, you can quickly take out the enemies ahead and then focus on those approaching from the right.

Unlock the Gate

More stairs lead up and out of this first catacomb cavern, but they're blocked at the top by an iron gate. Explore the back end of the cavern to find a winch which opens that gate.

ONE DOWN

Nate successfully navigates this first underground catacombs. But this was easy, compared to what's waiting for him above.



FIND THE ENTRANCE TO THE SECOND CATACOMBS

Walk up the stairs from the catacombs and he emerges inside the monastery church. The place is crawling with mercenaries, and Nate has to get past them to find the second catacombs.

Going Underground

BELL

x3

START

END

BELL

SHOOTOUT AMONG THE PEWS

The mercs don't see Nate at first. Duck behind the first row of pews. This buys a little time, but there's no way to avoid this confrontation.

BEWARE THE SECOND WAVE

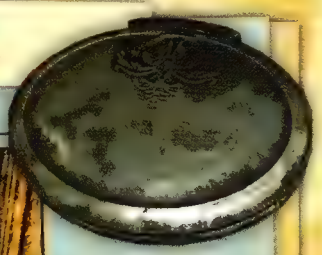
After Nate eradicates the first team of mercs in the church, there's a slight lull then a second team rushes in for another attack. They come from both sides at the front of the church. Don't get caught between them up there; fall back behind the pews.

Be Quick or Dead

Two sharpshooters with laser-sighted automatics positioned at the front of the church can put Nate down with one shot, even as more risky mercs who are equally deadly advance on his position. Move behind the back pillars and pews for cover. Press ◉ to hide from the laser beams, then pop Nate out for quick shots at approaching attackers. When Nate defeats the front line, he can move up on the snipers by using pews and pillars as cover.

TREASURE

Silver Snuff Box



At the back of the church where Nate first enters from the catacombs below, there's Treasure. When Nate faces the candles, it's in the alcove over to the right against the wall.

Ring Open the Catacombs

Nate finds two large bells across from each other at the front of the church. Position Nate somewhere between them. Nate must shoot both bells so that they are both ringing at the same time. This opens a panel to reveal stairs into the second catacombs. If Nate is standing close to a bell, he can also ring it by hand by pressing ◉ or ▲.

AMEN TO THAT

Nate's brought temporary peace and quiet to the church, and now his explorations take him down into the second catacombs.

BOUGHT WITH BLOOD

The Spanish treatment of the native peoples of Central and South America was almost uniformly brutal and degrading. The conquistadores largely treated the natives as raw material to be freely used in the acquisition of wealth. Peoples that gave them friendly welcomes were often betrayed, and hostile tribes crushed outright. Even very small Spanish groups had little to fear, provided they had horses. The natives were terrified of these animals, since a trained war-horse could easily slaughter lightly-armored native warriors by the dozens. The Spanish could kill natives in such numbers that Spanish soldiers canterized their wounds with fat rendered from the bodies of Indians they had just killed.

Once cowed, the natives were used for a variety of Spanish purposes. Some might be made into slaves, forced to work in mines or pearl fisheries. Others might be used as guides, expected to lead Spanish explorers faithfully through dangerous territory under pain of death. A guide who tried to betray his captors could expect to be drawn and quartered. The best a native could hope for was to ally with the Spaniards for a time, receiving presents and directing them to harvest slaves and plunder from other tribes.

Situations grew worse after an area had been conquered. Subsequent governors of the area often expected their subjects to somehow keep producing infinite amounts of gold, even after the first wave of conquistadores had already ransacked the area. Those who failed were slaughtered, sometimes by outlandish execution methods like impalement upon stakes, or by having trained dogs set upon them. Even when the people weren't slaughtered, they were subject to horrible cruelties. Women might see their infants killed to make sure they could keep working, or people mutilated at random to make sure they were properly terrified of their ruler. Conquered natives frequently died by the thousands due to simple overwork as porters or manual laborers.

This isn't to say the natives acquired gold without resorting to cruelty, either. In the ancient metalworking center now called Buritica, native noblemen routinely killed human slaves so that their body fat could be rendered into fuel for the lamps miners carried into the deepest mine shafts. The remaining flesh was sold at market, for food. You can't say the nobles were wasteful.

EXPLORE THE SECOND CATACOMBS

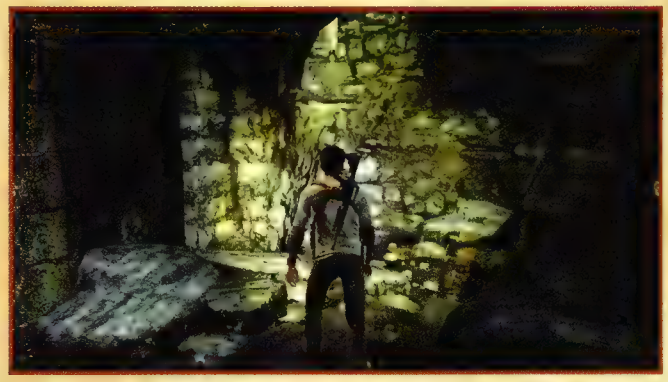
Nate ventures down into the second catacombs and runs smack into Roman's men. Keep an eye out, as the mercs have plenty of pillars to hide behind and pop out from to try and attack Nate when he least expects it.

TREASURE

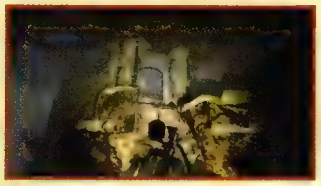
Silver Spanish Goblet

When Nate first enters the second catacomb, there's Treasure in the very first crypt at the bottom of the stairs near the first two stone tombs. It's to the left, behind the tomb.

With the second room clear, run through the shambled archway in the back right corner of the catacombs and climb up the dilapidated pathway to the left. This leads up and out of the second catacombs.



Upon entering the wide-open cavern, jump across the stone platforms and climb up toward the alcove above. You can overhear Roman, Eddy, and Navarro engaged in a heated argument.

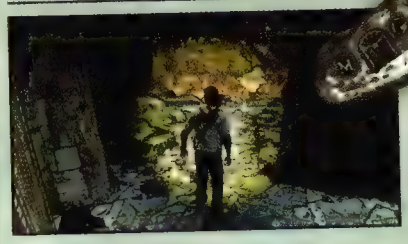


TROUBLE IN PARADISE

As Nate eavesdrops on their conversation, it's becoming clear that his rivals are not happy campers. Roman is fed up with Eddy's failure to keep the island under control, but Eddy believes the place is cursed and that there's something more than Nate and friends disrupting their plans. In the meantime, Navarro remains convinced that the treasure vault is here. He says he just needs time, something Nate doesn't want to give him, so he continues his underground search.

TREASURE

Silver Ingot



As Nate leaves the round chamber and heads down a short set of ruined stairs, turn to the right before you leave the main cavern. A Treasure is tucked away next to the stairway.

START

WINCH

END

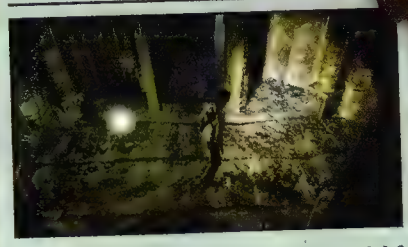
Going Underground

FRESH AIR, AT LAST

After a brief and uneventful hike Nate enters another crypt. A path at the back of the room takes him to a winch. Using it, Nate exits the catacombs.

TREASURE

Gold and Ruby Inca Mask



When Nate finds the winch, turn to the left. There's Treasure in a small alcove.

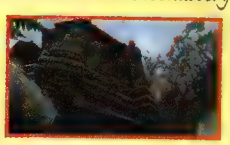
ON THE TRAIL OF THE TREASURE

Chapter 15

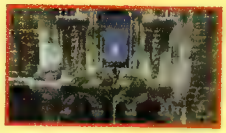
Nate's trek through the catacombs has been eventful and informative. Now he knows that Roman, Navarro, and Eddy have an uneasy alliance, and that, while they don't trust Sully, they are relying on his information to find the El Dorado treasure. But Nate also realizes that he, Elena, and Sully are only a few steps ahead of their rivals at best.

OBJECTIVES

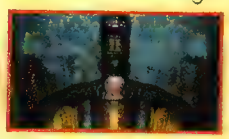
1. *Get Back into the Monastery*



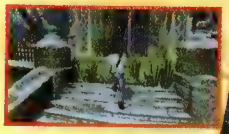
2. *Find a Way into the Church*



3. *Find the Entrance to the Gallery*



4. *Get to the Mausoleum*



START

OPEN WINDOW/END

THE MONASTERY COMPLEX

GET BACK INTO THE MONASTERY

Nate emerges from the catacombs outside in a gated area in between some monastery buildings. The stairs on the left seem to lead to a graveyard, but he can't get through the gate here. For now, he needs to get back inside the monastery.

TREASURE

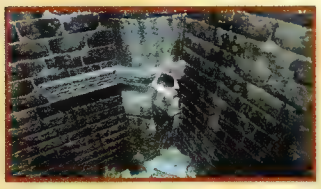
Gold Inca Figurine

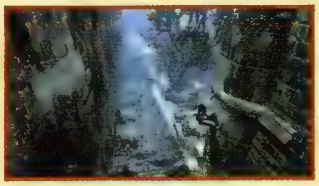
There's a Treasure that Nate practically stumbles over as soon as he exits the catacombs. It's a few paces ahead and to the right of the steps leading into the monastery.

THIS WAY OUT

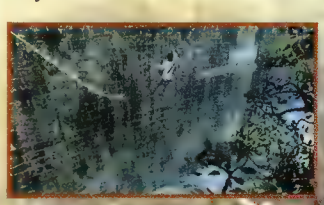
The compact area outside the catacombs entrance is enclosed with no apparent exit. Nate finds a prize, but that doesn't solve his problem. Climb the stairs to the building just in front of Nate. The ground level's buttoned up tight, but knowing Nate, he's sure to find a way in.

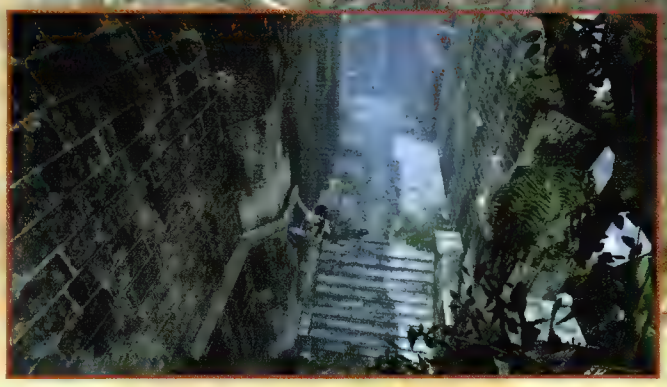
A lone ledge is on the left side of the vast wall before Nate. Climb it and shimmy on over to the left, jumping across to the ledge on the opposite wall and across the vine to the right.

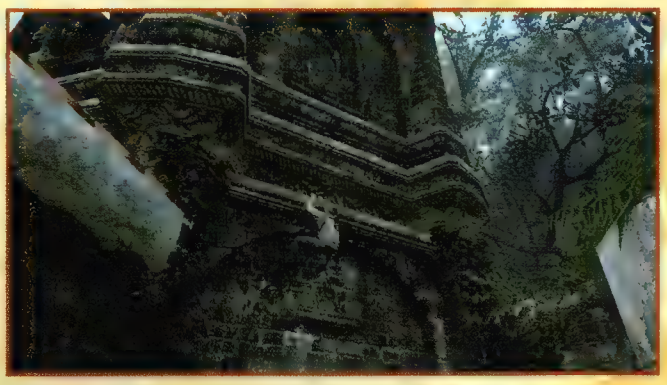




When Nate runs out of the next set of ledges turn him to face the opposite wall. There the ledges continue until eventually they too stop. Eventually, there's only one way to go: up. Scale the outer wall until Nate reaches a broken window. Bingo! Nate's just found his way inside.







SURPRISE ATTACK

As soon as Nate climbs down from the window, the bullets start flying through a nearby doorway. He must take out two mercs who rush the opening, guns blazing. The rest of the shooters fire from positions down a long balcony, and Nate can shoot them through the door.

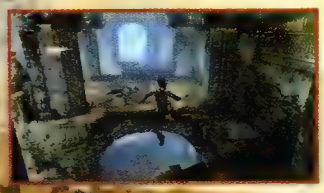
SULLY MAKES CONTACT

When the shooting subsides, Sully calls Nate on the radio. He and Elena have been doing some homework in the library. There's a gallery somewhere in the upper levels of the church that they want Nate to check out.

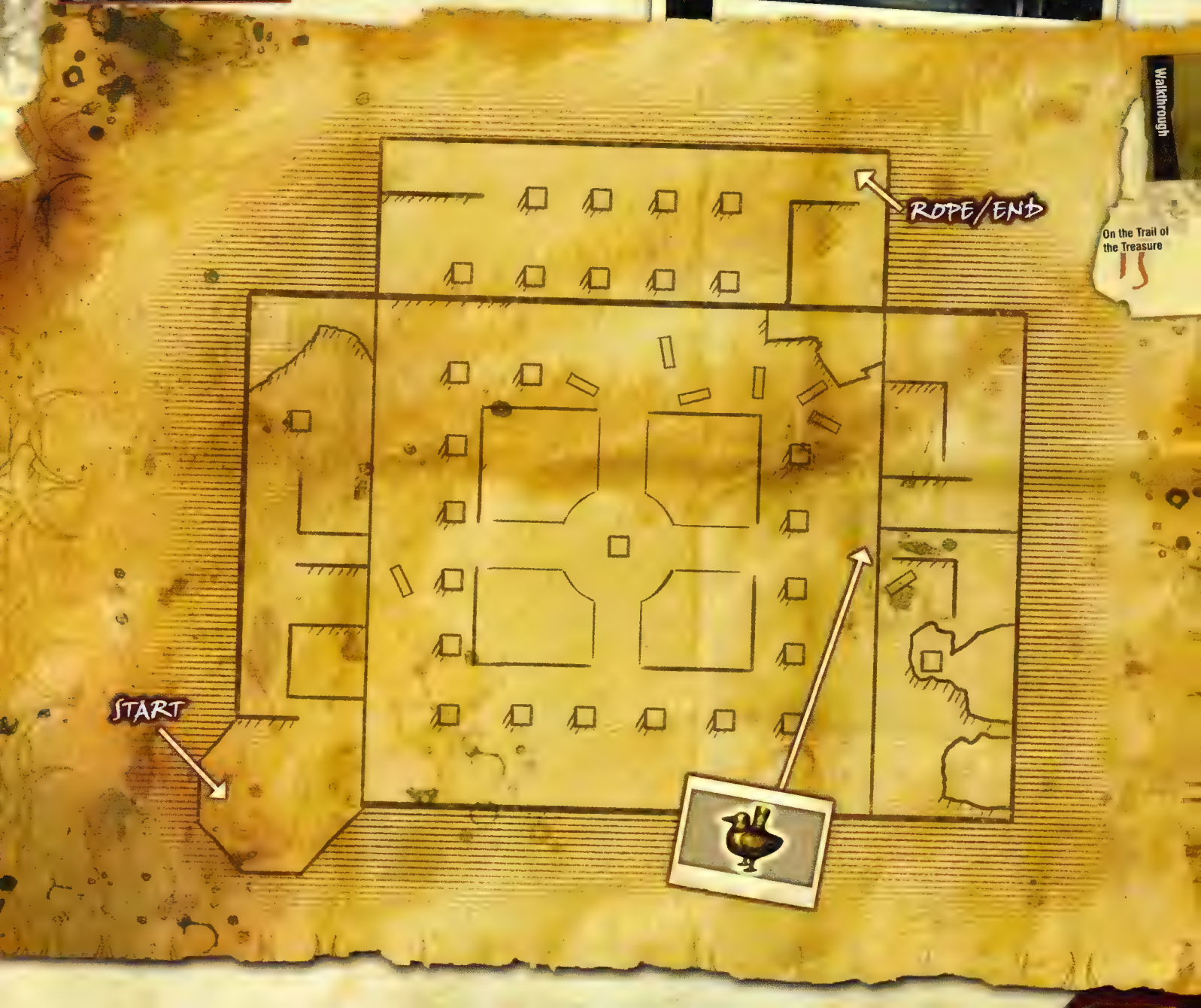
FIND A WAY INTO THE CHURCH

From the balcony Nate can see that he's back at the monastery courtyard, where Elena and he first arrived. The gallery's in the church, and he remembers that getting there from here required the two of them to operate a winch and gate. He also remembers seeing a climbable vine there, leading up into the church.

LOOKING FOR ACCESS



Nate knows that the climbable vine running up into the church can't be reached from the ground. He needs to find a way to reach it from the second story.



TREASURE

Golden Bird Vessel

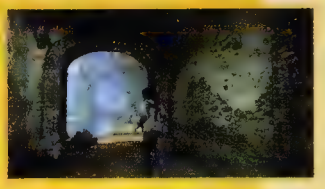
The second story has a treasure hidden amongst the rubble just past the mercs Nate fought. To reach it, head toward the end of the broken second story hallway and turn left.

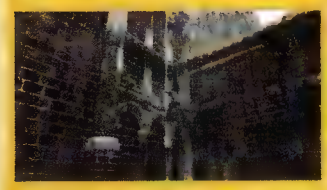
Reaching for the Vine

Up on the balcony, run down the side where the mercenaries were taking cover. Jump across the broken sections. The route leads to a ledge from which he can hop across the dilapidated remnants of an upper floor to some stairs.

Run down the stairs to the landing and make a left there. Then run up some more stairs and to the left again. This path leads to small room. Through its broken wall, Nate sees the climbable vine.

Climb along the handholds of the outer wall to the vine. Then climb him up and through the broken church window.



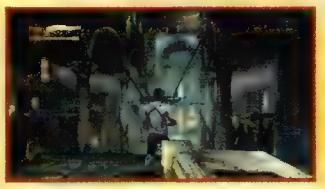


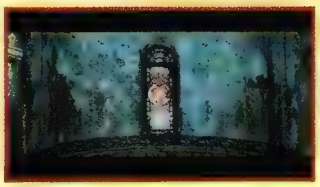
BACK IN CHURCH

Nate's made it to the church. Now all he has to do is locate the gallery, but he's not alone here.

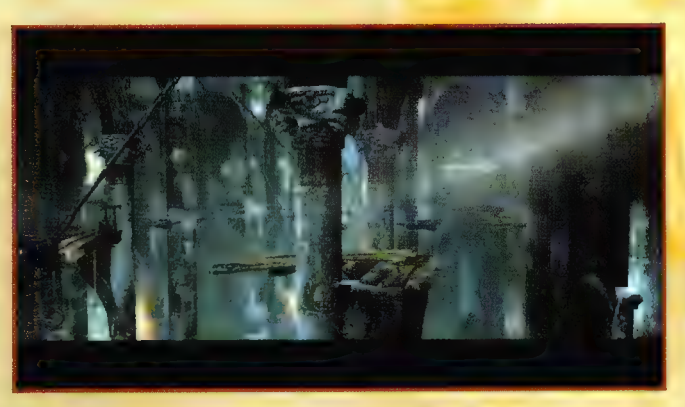
FIND THE ENTRANCE TO THE GALLERY

Nate quickly discovers two mercenaries guarding the upper level of the church. Following the fight, he spies a heart image on a stained glass window all the way across the church on the upper levels. Checking Drake's notebook Nate sees that Sir Francis knew this symbol as well, but his drawing has two keys through the heart.





Upon further examination Nate sees two large keys mounted on opposite walls of the church, basically on either side of the stained glass window. He knows what he has to do.



GETTING TO THE KEYS

Reaching the two keys and the stained glass heart means climbing along the upper levels of the church—and it's a long way down.

START

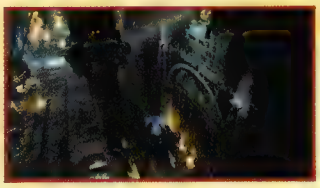
END

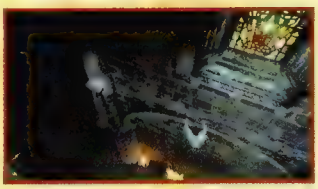
TREASURE

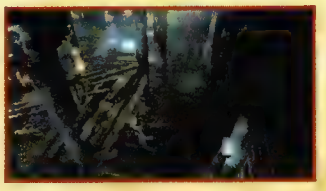
Golden Spanish Goblet

Before Nate begins his climb to the keys, have him pick up a Treasure in the small room near where the two guards emerged. It's right there where he begins the climb, over in the corner.

Nate's climbing path to the big keys begins on the right inner wall of the church. Jump to the first broken archway, then leap to the stone ledges jutting out along the outer wall. Use this to reach a bit of scaffolding attached to one of the church's columns. If Nate just tries to jump from the archway to the scaffolding, he won't live to regret it.





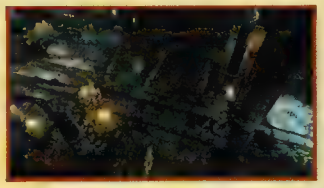


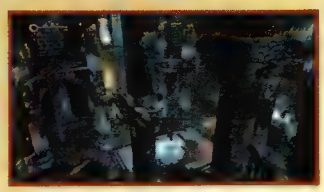
WATCH OUT FOR CRUMBLING LEDGES

The church is old, and some of the stone ledges are weak. Nate must be prepared to move when a handhold starts to give way.

Follow the scaffolding as it wraps around the column. Nate's journey to the keys continues on the left side of the church. Jump from the scaffolding to the centrally located chandelier, then continue to the scaffolding above the broken archway attached to the left wall.

Leap to the next scaffolding. The following wooden platform is just out of reach. Use the ledge on the column to the right as a detour. Continue down the line of scaffolding until Nate can see an alcove lined with stone ledges and wooden scaffolding to the left. Jump to the closest scaffolding ledge and continue around to the other side of the alcove. There awaits the first key. Jump onto it so that his weight pulls it down.

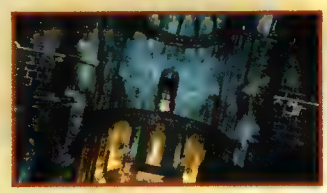


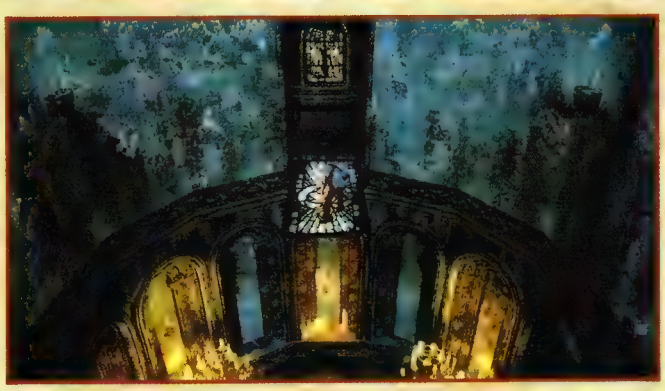


Nate must do a little backtracking to reach the next key. Return to the scaffolding just before the beginning of the alcove and then make for the scaffolding on the right wall using the chandelier in the center as a jumping point. Walk around the perimeter of the new alcove until Nate reaches the second key.

KEYS TO THE HEART

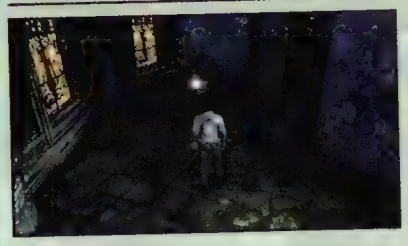
The two large keys are actually "key" to opening the stained glass panel, which is the entrance to the gallery. When Nate activates the second key on the right side of the church, the panel opens. Climb him over to the opening from the second key by swinging him across on the chain to the small handhold. Then jump him from there to the glass panel and move him into the gallery.





TREASURE

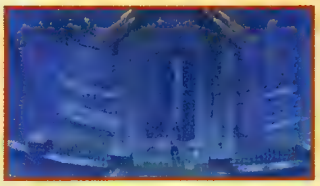
Jeweled Golden Cross



There's a Treasure inside the gallery. Just walk around to the right side to find it.

UNFORESEEN CIRCUMSTANCES

Examining the gallery's stained glass windows, Nate realizes one is different from the rest – it's marked with the symbol he saw in Drake's diary: a heart pierced by keys. He opens the window, and to his surprise sees a tall mausoleum across the way, decorated with the very same symbol. This must be the location of the Spanish treasure vault! Unfortunately, Roman and Navarro's men are already there. Nate calls on Sully to create a diversion, and tells them to meet him at the mausoleum. Now he has to find a way down into the graveyard below.



RALEIGH'S DANGEROUS AFFAIR

Where Drake built his reputation and favor with the Queen almost purely through his adventures, Raleigh found a different way to build his status: by making himself Queen Elizabeth's paramour. Though he proved himself in military service in the Netherlands and Ireland, Raleigh was not a man to do things the hard way when an easier alternative offered itself.

Playing the role of Elizabeth's courtier was an easy route to choice trade agreements, lavish gifts, control of much-desired estates, and tremendous political power. There was a catch, though: the moment Raleigh displeased the Queen, she could just as easily take it all from him. On top of that, he knew he would have to endure the jealousy of other would-be suitors. To hold on to any of the gifts granted him would require extraordinary ability, and even that might not be enough.

In time, jealousies proved his undoing. Rivalries with the Dukes of Leicester and Essex grew so public and intense that Elizabeth began to find them embarrassing. After a failed attempt to invade Spain in 1589, Raleigh's contentious behavior created so many enemies that he was all but exiled from court upon his return. Instead, he retreated to expansive estates the Queen had granted him in Ireland, and wrote wistful poetry in her honor. Although his poems restored a measure of the Queen's favor to him, they made his enemies at court begin to itch for his execution.

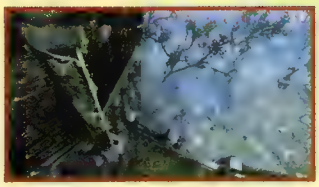
Likewise, the Queen was a jealous patron. She had entertained many courtiers and lavished political rewards upon them—until they dared to express interest in marriage to another woman. Such a mistake destroyed Raleigh's rival Essex, and it destroyed Raleigh when he secretly married one of the Queen's Maids of Honor, a reputedly beautiful woman named Elizabeth Throckmorton. Raleigh thought he could keep his position at court despite the marriage by presenting the Queen with tremendous riches plundered from Spanish fleets, just as Sir Francis Drake had.

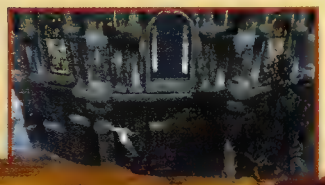
His efforts failed, and soon he found himself imprisoned in the Tower of London. Although Elizabeth eventually released him, the entire affair left Raleigh in disgrace. To try and win his honor back, he soon hatched a scheme to engage in a bold adventure, the sort of thing that Drake had used to build up his reputation. He began to set his sights on becoming the first man to actually find the legendary city of El Dorado, and claim it for Britain.

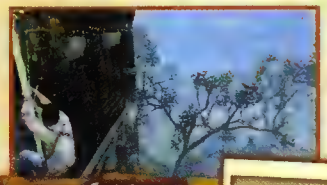
GET TO THE MAUSOLEUM

Nate wants to investigate the mausoleum building with the symbol from Drake's diary on it, but it's on the other side of a split-level graveyard that's swarming with mercenaries. Climb out the gallery window and down the stone ledges to the left to get started.

The ledges lead to a vine winding down the side of the church. Climb down the vine to drop to the edge of the graveyard.

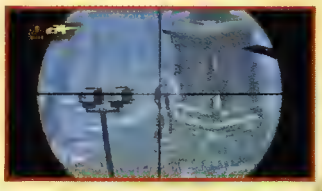






WAKING THE DEAD

From the entrance to the graveyard, Nate sees the merc guards on patrol. There are a lot of them. Guards occupy both levels of the graveyard, and Nate has to cross both levels to reach his destination. Since the guards don't see him right away, Nate can get off the first shot. There's a sniper rifle nearby, so have Nate pick off a guard. The snipers immediately click on their laser sights. From the graveyard entrance, Nate can use the sniper rifle to take these deadly sharpshooters out first.



Wait for It

Nate can find cover at the graveyard entrance, and then wait for the guards to move in to attack him. Out in the open they'd eventually surround him, but if he waits here he can fight them one at a time.

TREASURE

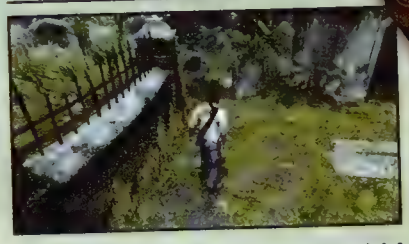
Silver Skull

When Nate defeats the guards on the first level of the graveyard, he can search for Treasure. From the bottom of the stairs leading from the graveyard from the entrance, he can see a statue of an angel. Directly behind that there's a nondescript, tiny mausoleum by the retaining wall. The Treasure's in the tall grass behind that mausoleum.

March Nate across the graveyard to a short flight of steps leading up to the second level, where the large mausoleum is located. At the top of the steps, a few more guards attack him, but from here he's in a good defensive position.

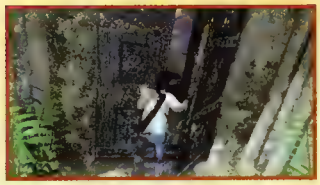
TREASURE

Golden Inca Mask



When Nate defeats the small squad on the second level of the graveyard, he can search for Treasure. From the top of the stairs leading into that section of the graveyard, he sees a statue of an angel. From that statue, run to the right to a second angel statue. There's a small mausoleum close by. The Treasure is to the left of that mausoleum, at the base of a third angel statue.

Nate reunites with Elena and Sully inside the large mausoleum. There the three find seven burial niches, each with a stone symbol mounted beneath it. Nate finds the symbols in Drake's diary.



REALIGN THE SYMBOLS

A sketch in Drake's notebook shows the symbols set in certain positions. Looking at each stone symbol, Nate sees that only the crossed arrows, the snake, and the scallop shell symbols need to be realigned.

Press ⊕ to turn the symbols. The crossed arrows must be turned twice so that the arrow tips are facing up instead of down. The snake must be turned to the left once so that its head is facing left and not up. Lastly, the scallop shell must be turned twice so that the "hinge" of the shell is facing up.

BURIED ALIVE

When Nate turns the last symbol into place, a secret panel opens up to reveal an entrance into a dark, foreboding burial vault. He and Elena climb through, but before Sully gets in, a trap snaps shut, cutting him off. Nate tells Sully to meet them back at the library, and he and Elena move cautiously into the vault.

THE TREASURE VAULT

Chapter 16

Nate, Elena, and Sully have discovered a pathway that heads down below the mausoleum that they hope leads them to the treasure vault. A trap cuts Sully off from the group, so Nate tells him to meet them back at the library. Nate and Elena continue down to search for the vault.

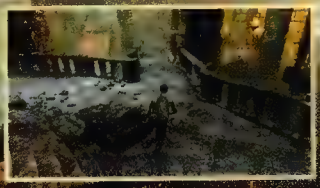
1. Open the Big Gate

2. Search the Second Underground Chamber

UNDERGROUND COMPLEX

OPEN THE BIG GATE.

As Nate and Elena descend down the steps of the mausoleum, they come upon a cavernous, dungeon-like room. Stone staircases, platforms, and odd lever and gear systems are set all around. Inset at various intervals in the stone floor are tablets with Roman numerals etched into them. This looks like it's the first chamber of a huge underground complex, but a big barred gate blocks the way into the second chamber.



WATER WHEEL LEVER

WINCH

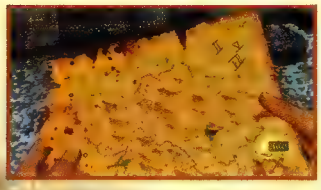
WOODEN ELEVATOR

END

START

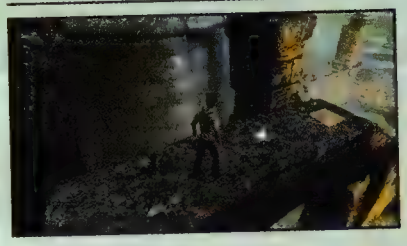
DO AS THE ROMANS DO

Checking Drake's map, Nate finds the numerals II, V, and VII written in the corner. Maybe these are clues. Acknowledging the clue, Nate looks for the bronze plates with the numerals II, V, and VII on them. The arrows on them generally show him which way to go and what to do in this maze-like room.



TREASURE

Silver Cup and Cover



Before Nate begins his search for a way across the room, there's a Treasure to be found. Starting from the first Roman numeral inset, V, run Nate forward in the direction of the arrow on the inset. After passing by Roman numeral II, he comes to a right turn. From there he sees stairs. Run Nate up two flights of stairs (he passes by Roman numeral IV and then I), and turn right. There's the Treasure.

After he finds the first Treasure, return Nate to the bronze plate marked II. Follow the directional arrow and jump down to the lower level.

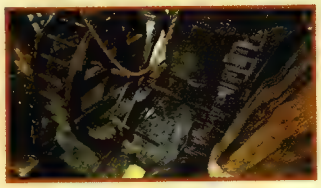
In this area he finds three more bronze plates. Two are marked V, one marked IV. The first V, up the stairs to the right, leads to the gated entrance to the second chamber. Ignoring the plate marked IV, follow the second V as it winds down a set of stairs. Along the way, Nate catches a glimpse of something strange on an upper walkway. What was that?

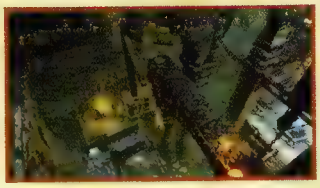
Shortly, Nate reaches another V. This time it directs him upwards. Climb the stony outcropping to reach the top of a broken archway. Ahead is another flight of stairs and a bronze plate marked II.

Elena Stays Grounded

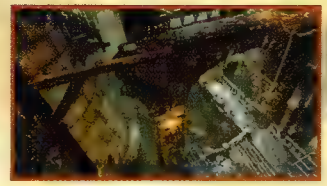
The chamber layout is confusing, but Elena helps Nate keep his bearings. She stays put where they begin while Nate does the exploring. This way if he gets confused, he can look for Elena from wherever he is to figure out his relative position in the room.

Reaching the II marking, Nate sees it is pointing to a water wheel. To activate the wheel, rapidly tap ⊕ to pull the lever just in front of Nate. The lever causes a chain reaction and in the end a wooden beam and chain swings around allowing Nate to climb up to a previously unreachable area.

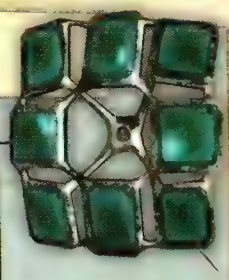




Climbing up the chain, Nate finds that his path is blocked by a large swinging lantern. Roll or run past the lantern to reach another bronze plate marked II. Following the arrow, jump down to the next set of stairs.



TREASURE



Jeweled Silver Brooch

Before shimmying past the lanterns, have Nate look to the left. There, a treasure can be seen glimmering on a wooden ledge. Monkey over to the ledge and retrieve the treasure.

Ready, Steady, Jump!

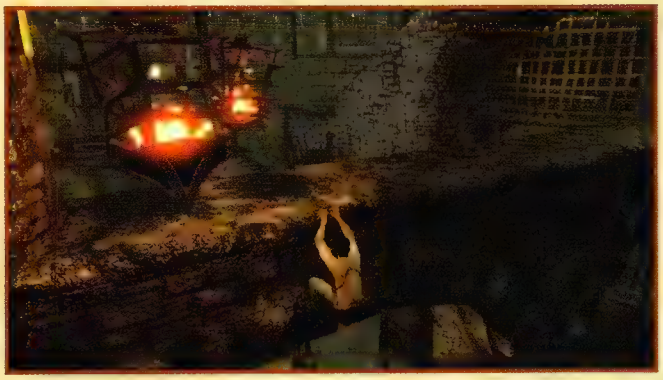
The stairs Nate must jump onto are well within his range. Should be cake, right? Not when the stairway is as narrow as this one, and with no railing to grab onto, it's very easy to jump right on by. To avoid an untimely death, make sure Nate takes his time setting up the jump.

After slipping by the fiery obstacles follow the new path as it winds up and down a flight of stairs. There Nate finds a II plate pointing to another disembodied flight of stairs. Follow the latest marking to reach an intimidating gauntlet of lanterns.

LANTERNS OF DOOM

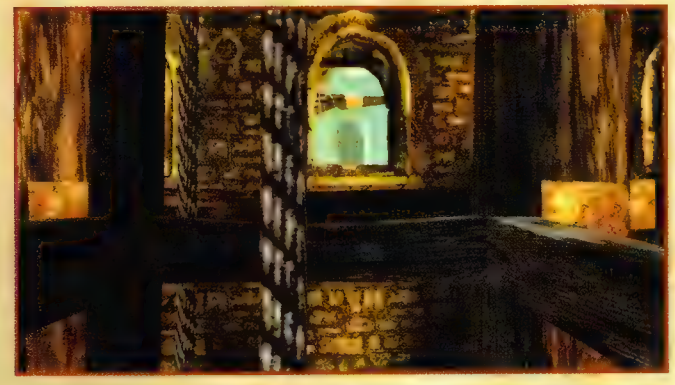
Four big swinging lanterns block Nate's path. To get past them, walk him past the first one, then roll or run past the next two. Nate winds up on a shaky wooden platform that quickly gives way. Prepare to press ◉. As Nate falls he grabs a hand hold on the way down to break his fall.

At the top of the steps Nate can go no further. To the left are more lanterns swinging over a walkway. Jump to the walkway, but make sure Nate doesn't pull himself up. The only way to avoid being knocked down by the swinging lanterns is to shimmy along the edge of the walkway.



After surviving the fall, Nate finds himself within a maze of wooden platforms. Pass two more lanterns by dropping down to shimmy along the left side of the platform, or simply do a swerving run between them. When he reaches the end, jump to the next platform and walk forward.

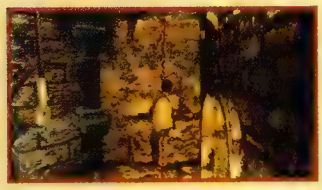
Nate is standing in front of an ancient elevator. As soon as he steps inside, the pulley system buckles, jerking Nate to the floor below. Dusting himself off from the fall, Nate turns to see that the pulley system opened a previously gated window.

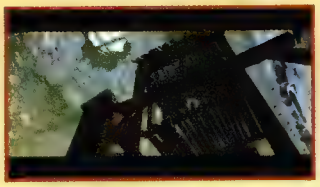


Stepping out of the elevator, Nate sees he is back to his original starting point. Climbing the stairs to the right Nate can jump up onto the closest window ledge and make his way over to the newly opened window. This is the ticket into the second chamber!

Dropping down, Nate catches another glimpse of something running around the upper levels of the room. Nate's now in the second chamber, but Elena is still stuck in chamber one, behind the large gate.

To open the gate, climb the rusted chain to the right of the open window. There Nate sees another elevator. This elevator's pulley system is connected to the large gate, and a nearby drawbridge. Once the gate is open, Elena saunters in and the quest continues.





ON THE HUNT

If the treasure vault is hidden in this underground complex, it's going to be tough to find. Nate and Elena realize they have their work cut out for them as they enter the second area of the complex.

FIND A WAY THROUGH THE SECOND CHAMBER

After opening the large gate and entering the second room, Nate and Elena can see it's even larger than the first.

WE'VE GOT COMPANY

As Nate and Elena follow the next II marker, Eddy and his brigands suddenly blast their way into the room through an upper gateway.

RALEIGH & EL DORADO

Upon hearing of Antonio de Berrio's successful discovery of gold mines in South America, Sir Walter Raleigh became convinced that his everlasting glory would be in finding the mother lode itself at El Dorado. He wanted to personally head the expedition that found the legendary mine, despite the protests of his wife.

Raleigh set off for South America in 1595 with a party of 150 men and letters that would let him claim any lands he came across that were not controlled by a "Christian Prince". He had only been allotted a month to spend on South America by the Queen, but seemed to think that would be enough.

Raleigh first stopped at Berrio's stronghold at Trinidad, attacking the city at dawn and slaughtering most of the inhabitants. Berrio was taken captive, so Raleigh could extract information about El Dorado from him. Berrio claimed El Dorado lay beside a mountain lake between Orinoco and the Amazon, which he had three times attempted and failed to reach.

Raleigh sought to make his small force impervious to Spanish assault by capitalizing upon the Indians' hatred of the Spanish. He made a point of freeing captive chiefs and treating them kindly, hoping to make them and their peoples into allies who would attack Spanish forces. He went so far as to offer to help them take back lost territory, and teach them to use European weapons and armor.

The journey Berrio set Raleigh and his 100 men upon through the jungles was brutal, as all traveled in four very small, shallow boats, surrounded by their own stinking provisions. Raleigh lost men to alligators, provisions ran low, and the burning sun became intolerable. Raleigh's kindness to the Indians in time saved his men, as natives were quick to offer the English extra food and medicines to protect against jungle poisons. They even offered extra information regarding the location of El Dorado and confirmed the legends. The chief Maraquita of the Topiwari tribe guided Raleigh toward the twin mountain peaks of Picatoa and Inatac, said to form the gateway to El Dorado. He said that if Raleigh returned with an army the following year, El Dorado might be conquered.

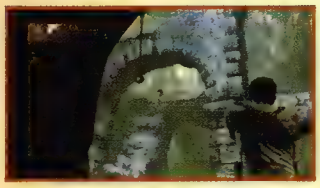
Raleigh fully intended to return, especially since he hadn't found any gold the first time. He took two of Maraquita's sons back to Europe with him, leaving two Englishmen behind with Topiawari's people as proof of his promise. Though Raleigh's hopes were high, his expedition was technically a failure. The only gold he had seized was a single Spanish canoe full of ore, and some information that might lead to discovery of mines. Trying to muster up more visible wealth to bring back with him, Raleigh sacked Spanish settlements on the way back toward the sea from Maraquita's country. Although two raids were successful, a third devastated his party and allowed Berrio to escape.

Upon his return to England, Raleigh was ridiculed as a failure, a fool chasing what was little more than a legend. The Queen was absolutely furious at him for promising her immense riches, and then bringing back absolutely no significant wealth. The most vicious detractors suggested that Raleigh had never left England at all, but had just hid away in Cornwall for a month.

Yet Raleigh used his famed literary skills to rescue his reputation, writing an account of his journeys called the Discoverie of the Large, Rich, and Beautiful Empyre of Guiana published in 1596 that painted South America as a vast empire just waiting to be seized. He recalled all of the legends of El Dorado he had heard on his voyage, and recounted the history of every expedition that attempted to find El Dorado (if inaccurately on both counts). The account did much to popularize the El Dorado legend in Europe, and was quickly translated into many languages. It did little to impress Raleigh's detractors, though.

Raleigh was also careful to make sure that his voyage granted Queen Elizabeth a new title: Empress of Guiana and El Dorado. Unfortunately, the Queen cared little for it. She did not send the army in the following year, not having the men to spare, nor did she let Raleigh return to South America. The war with Spain had grown more intense during Raleigh's absence. Instead, the Queen ordered Raleigh to stay and help join the battle against the Spanish at home. Raleigh perhaps had come closer to attaining El Dorado than anyone else, but it was Queen Elizabeth who chose not to take the final steps toward the legendary city.

Eddy's men are quick to shoot. Backtrack to cover and pick off the Pirates one by one. They try to flank Nate on the left, but Nate is safe if he takes cover by the back right pillar. Watch out for Pirates shooting above, and from the left.



After fending off the first attack by Eddy's men, Nate begins to search the room. Just like in the last room, Roman numerals II, V, and VII are inset in the floor, so he follows their clues. The first number he finds is a V just at the top of a short flight of stairs.

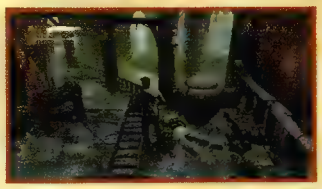
AMBUSH ALERT

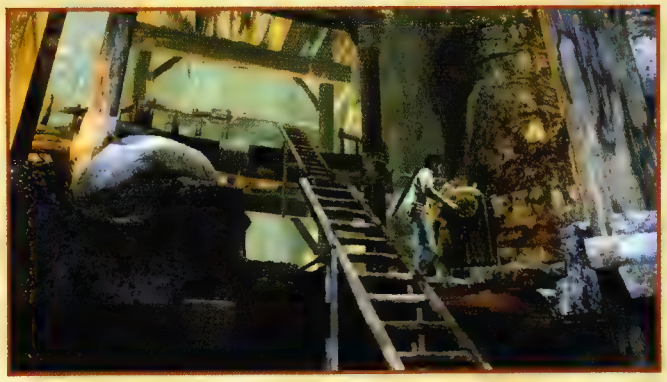
Move Nate cautiously through the room. More of Eddy's men lie in wait for him, so keep him on guard. Nate and Elena fight a running gun battle throughout the second chamber.

The Pirates' ambush is a doozy. Nate and Elena must survive against pistols, shotguns, and grenade launchers. The pillars provide plenty of coverage. It's just a matter of staying patient and having steady aim.

When the coast is clear, move toward the back area where a II marker is set into the wall. Around the opposite corner, he sees a ladder he could use to climb up to the next area. If only it were not out of reach.

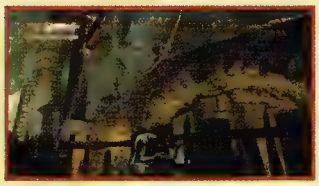
The II marker points toward a broken ledge. Jump to the ledge and enter the narrow rotunda. Exit the room and make for the winch at the top of the stairs. Turn the winch to lower the ladder. Another ladder behind Nate also descends, allowing him to climb even higher.





PIRATES UNDER THE STAIRS

Be careful when climbing the steps to the winch. A Pirate is hiding behind the stairs ready to blow Nate into tiny bits.



At the top of the ladder more of Eddy's goons make an appearance. Take cover behind the wooden railing and eliminate them as they appear.

Run up the winding ramp and then down a flight of stairs. Shots are fired at Nate as he descends the steps. Take cover once more and terminate the new threat.

TREASURE

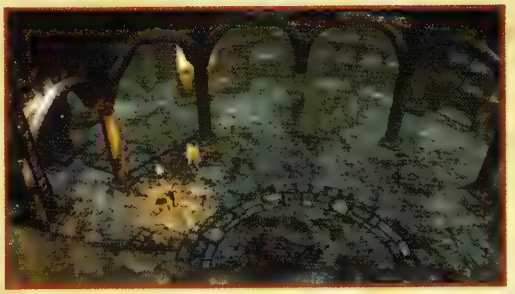
Gold Snuff Box

There is a very well hidden and hard to get Treasure in this area. From the staircase, look to out to Nate's right to locate the shimmering object on the ledge below. To get to it, carefully hop Nate up onto the banister and then take a leap of faith to the ledge with the Treasure. Grab the prize, then turn back toward the staircase, locate the small stone handhold underneath the banister, and leap across to grab it. From here, just leap back up and onto the stairs.

At the bottom of the stairs is a VII bronze plate. Follow the marking and walk up another winding ramp. The path leads into a vast domed room.

DRAKE'S FATE

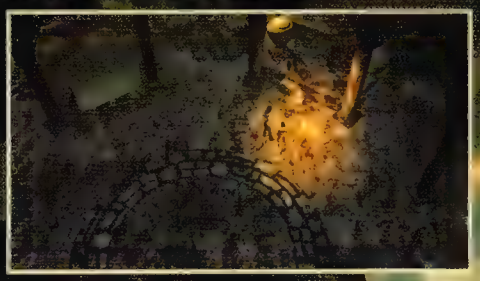
Sir Francis Drake sought fortune and glory, but Nate discovers his ultimate fate. As he and Elena make their way into the domed chamber, they find an ancient body, and realize that now more than ever they are on their own.



THE HEART OF THE VAULT

Chapter 17

Nate and Elena have discovered the remains of Sir Francis Drake himself. Realizing that he never found the El Dorado treasure he sought so single-mindedly, they do not want to share his fate and continue their search for a way out of the underground vault.



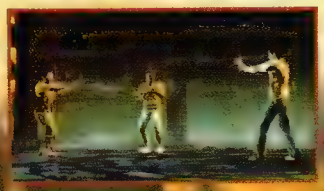
THE TREASURE VAULT

ESCAPE THE CREATURE ATTACK

As they explore the vault, Elena spies the remains of a ladder extending down from an upper floor. Nate boosts her up to grab it, and she climbs above the room to find a way out. That's when they receive some unexpected visitors.

WHO ARE THESE GUYS?

Eddy and one of his men back into the vault room and are surprised by Nate. They're terrified and Nate soon discovers why.



The creatures chasing Eddy look almost human—almost. Now the former adversaries must join forces in order to survive the onslaught. Nate exhorts Elena to get them out of there—fast!

The creatures come up out of the ground to attack Nate and Eddy. Be careful not to fall into the cracks of the floor from which they emerge. You might be standing right next to one. If a creature grabs Nate, shake the controller to free him from its grasp.

The battle with the creatures is a wild melee. Keep Nate positioned near Eddy. His shots buy Nate time to reload or grab a new weapon.

Bang Bang!

With how fast the creatures move, there's not much time for Nate to aim his weapon, so running and gunning is the best strategy. Nate's a good shot, and using the shotgun sure helps things.

Together, Nate and Eddy hold their own. But Eddy's wild ways get him into trouble. At least he goes down fighting.

With Eddy gone, Nate has to fight the creatures solo. Run Nate around the chamber, firing as he goes. Shaking the creatures off is effective, but don't let them gang up on Nate. Eventually Elena comes to the rescue by lowering a rope.

On a roll

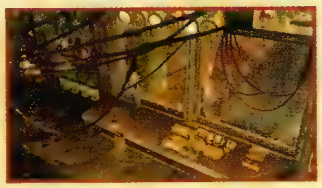
With Eddy gone, the creatures focus all their attention on Nate. With so many surrounding him, Nate often has to retreat. The roll function is a good escape.

GERMAN TECH TO THE RESCUE?

As soon as Nate climbs up out of the vault, it's time to run! The creatures are in hot pursuit, and if Nate and Elena stop they're dead meat. Run and gun down the tunnel to keep the creatures at bay. The two run into a room and slam a large metal door shut behind them. This turns out to be some kind of German control room. The documents here reveal that the Nazis must have found the El Dorado statue. It appears to be in the crypts beneath the monastery after all.

Nate and Elena are locked in the control room of an old U-boat base. The doors operate electrically, but there's no power. After examining a diagram of the facility, Nate determines that if he can reach the generator room he can switch on the power to the doors, but he's got to get to the other side of the sub pen first.

Elena figures out the most direct route to the generator room. She smashes the window by throwing a heavy radio transceiver through it. However, she realizes she can't make the climb, so Nate goes it alone even though he's reluctant to leave Elena with the marauding creatures clamoring just outside the doors.



RALEIGH & DRAKE

Raleigh always seemed left in the more famous Drake's shadow. The two men could not have been less alike: Raleigh, the refined nobleman and man of letters, and Drake, the commoner who made good on high-seas piracy.

When Raleigh attempted to create a New World colony for England's glory at Roanoke Island, the effort failed miserably. The colonists failed to grow crops and their cruelty toward the native Indians turned them hostile. Ultimately the colonists had to be rescued by a group of ships commanded by Drake.

Yet when Raleigh became Queen Elizabeth's most favored courtier, the knighthood she bestowed upon him equaled Drake's status, but she would not allow him to exceed it. Drake specialized in heroic efforts of war at sea, while Raleigh's behind-the-scenes roles were more easily overlooked and disregarded.

Probably the biggest difference between the two men was their attitude toward sailing. Although both men made their name through high seas adventure, Drake genuinely loved to sail and took every opportunity to ply his seafaring skills. Raleigh wrote that the sea was a "pasture for fools".

For all he did to create the Royal Navy and win battles at sea, Raleigh was easily made seasick and hated the stench of boats. He far preferred to invest in other men's voyages or design other men's ships than captain a boat himself. Despite hating the sea and sailing, Raleigh still made a great deal of money by investing in the sort of privateering raids on Spanish cities and ships that Drake himself would have captained.

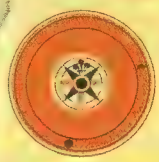
THE BUNKER

Chapter 18

To escape the strange creatures that are pursuing them, Nate and Elena take refuge in what appears to be the control room of an old German submarine base. There they discover that the Germans found the El Dorado treasure, and the statue now apparently resides in the crypts beneath the monastery. Finding a map, they realize that they might have been closer to finding the statue themselves than they thought.

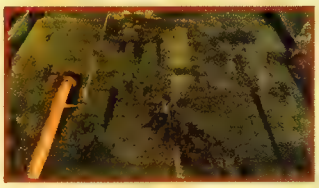
THE GERMAN SUBMARINE FACILITY

FIND THE GENERATOR ROOM



Out of the broken window, Nate sees a pipe. Jump over to it. The first tendency is to slide down the pipe, but Nate finds out right away that he is too high up to make a safe jump down. The only way is up.

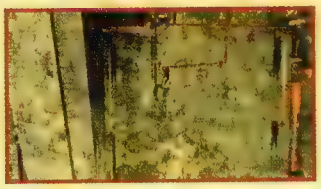
Jump from pipe to pipe and watch out for the especially rusted ones; they tend to rip from the wall if Nate's not careful. Once Nate reaches the long pipe next to a concrete support beam, slide down. Nate's climb continues as he jumps to another pipe to the right. Shimmy to the end and swing across to the next pipe using the chain found in between them.

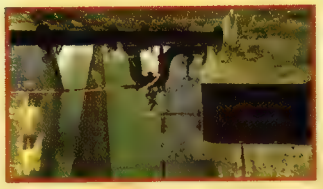


END

START

Nate makes his way up to the top of this new pipe and continues pipe jumping until he reaches a metal platform. From the platform Nate must take a leap of faith to the next pipe. Shimmy on over to the right and then jump to the next platform to reach the base interior.





GENERATOR ROOM

START

GENERATOR/END

The base is a dark labyrinth and Nate can easily get turned around. As soon as possible have Nate pick up a MP40 German submachine gun. There are plenty lying around. He'll need it later.

WEAPON - MP40

THIS GERMAN-MADE WWII-ERA ASSAULT RIFLE HAS A LARGE MAGAZINE CAPACITY IN ADDITION TO A HIGH-RATE OF FIRE. NOT THE BEST FIREARM FOR PRECISION ACCURACY. BUT WHAT IT LACKS IN FINESSE IS MADE UP FOR WITH ITS SHEER FIREPOWER.

DRAKE'S FATEFUL VOYAGE

Only 50 ships survived the Armada's great battle with Drake and the newly-formed Royal Navy, but once those ships were refitted, they could still be a dangerous invasion force. To try and stave off a renewed attack from a renewed Armada, the Queen quickly had to re-outfit her Navy and launch an offensive of her own. She wanted the forces to attack the Armada's remaining ships while they were still in port, but several of her advisers (including Drake) had hatched an unlikely scheme of their own. They wanted to invade Portugal, inciting a rebellion, and placing a puppet ruler subservient to England on the throne. The Queen thought little of this plan, though Drake and the others involved seemed to think it would be greatly to her (and their) benefit.

It was difficult to raise a fleet to attack the Armada so soon after the exhausting battles of the previous years, as the Royal Navy had lost many ships and men, too. The Queen relied primarily on privateers and merchantmen to supplement the ranks of her own Royal Navy. An invasion force would have been interested in destroying Spanish ships around Portugal outright, but privateers were primarily interested in plunder. Likewise, many others like the young Earl of Essex joined the fleet only out of desire to add glory to their names.

Perhaps worst of all, though, was a minor accident that had ruinous effect upon Drake's own body and mind. While fighting a fire that broke out in his London home, Drake managed to injure himself somehow. The nature of the injury is not entirely known, as Drake mentioned it only obliquely in the few letters he wrote. Whatever it was, it was difficult to treat and made it hard for him to stand upright for any length of time. A sea war with Portugal in an instant went from a thrilling chance for battle to an intolerable physical burden, and there can be no doubt that trying to cope with his wounds badly distracted Drake from the business of running the war.

It also worked against Drake's usual policy of picking the most audacious attack plans available. For instance, he chose to begin the naval part of the offense when the fleet set off in spring by attacking ships attempting to supply the Armada at the port of Corunna. When he wrote the Queen to inform her of this, he did not mention that he next intended to directly attack the well-fortified port city of Lisbon, which, while a profitable target, involved traveling west when the Armada was moored to the east in the various ports located in the Bay of Biscay.

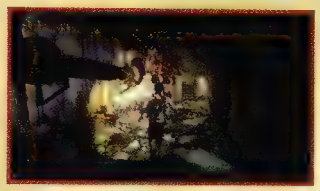
Drake's intelligence had been faulty, and there were ultimately no supply ships to sack at Corunna. The costly business of moving his fleet of over 150 vessels (carrying 23,000 men) to the city had been a wasted effort. Lacking ships to plunder, the battle-hungry soldiers and privateers in the fleet wasted considerable time and energy attempting to seize the well-fortified city itself, and to no avail. Frustrated, ships and men began deserting before the fleet was even halfway to Lisbon.

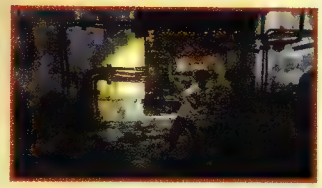
Once Lisbon was reached, Drake and the land commander, Sir John Norris, embarked on a disastrous two-prong plan to attack Lisbon. Norris and his 10,000 troops disembarked six days' march from Lisbon, while Drake was to sail up the river to attack Lisbon through its ports. Drake, however, did not attack Lisbon at all, and Norris's men could only siege the city for four days before being forced to retreat. Drake offered numerous excuses for why the ships did not attack Lisbon, ranging from sickness among the crews to fear of being trapped in Lisbon's harbor by bad weather. All seemed unlikely. Their forces demoralized and tormented by legitimate bad weather and Spanish reprisals, what remained of the fleet and Norris's soldiers limped home to England during the summer.

Because the fleet at Drake's disposal was so large, so were the costs of keeping it in operation. And although the fleet did nothing to advance the Queen's goals, she was stuck footing most of the bill for their Portuguese misadventure. Soldiers and sailors found themselves discharged without pay upon return to England, causing widespread rioting.

Perhaps worst of all, the only suitable timeframe to counter-attack the weakened Armada and had been squandered by greed. Both Norris and Drake were summoned before the Queen's Privy Council to answer for their disastrous actions upon their return. They defended themselves by appealing to maritime judgment and the possibility of losing the fleet to bad weather, but this hardly exonerated them. Although neither man was punished, their reputations were for a time ruined. It would be six years before Drake was summoned to serve his country again.

First take the corridor to the right and follow it as it turns to the left. From here take the right side hallway and enter the room it leads to. The room is a jumbled mess. Something must have happened here.



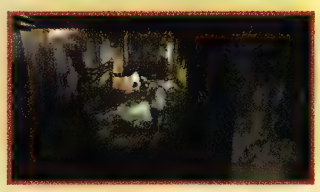


Exit the room through the door on the far left wall. Nate is immediately attacked by one of the strange creatures – they're swarming all over the base!

The creatures quickly start advancing on Nate from outside the room. With the MP40 in hand, Nate should be able to hold his own. Make sure not to stay in one place too long, as it only takes two hits from the creatures to send Nate to his grave.

After dispatching the two creatures, head for the end of the hallway. More creatures attack – Nate can hear them coming before they make an appearance.

When the coast is clear, take the corridor to the left, then take the first left Nate sees, battling more of the creatures along the way. When he reaches the end of this corridor, take a right and head for the doorway at the end of the hall.



TREASURE

Golden Monkey Figurine

Before turning left after the first room, head to the right to find a Treasure. Follow the right corridor until it becomes a dead end. Then turn to the left to find a glimmering Treasure.

FIRE UP THE GENERATOR

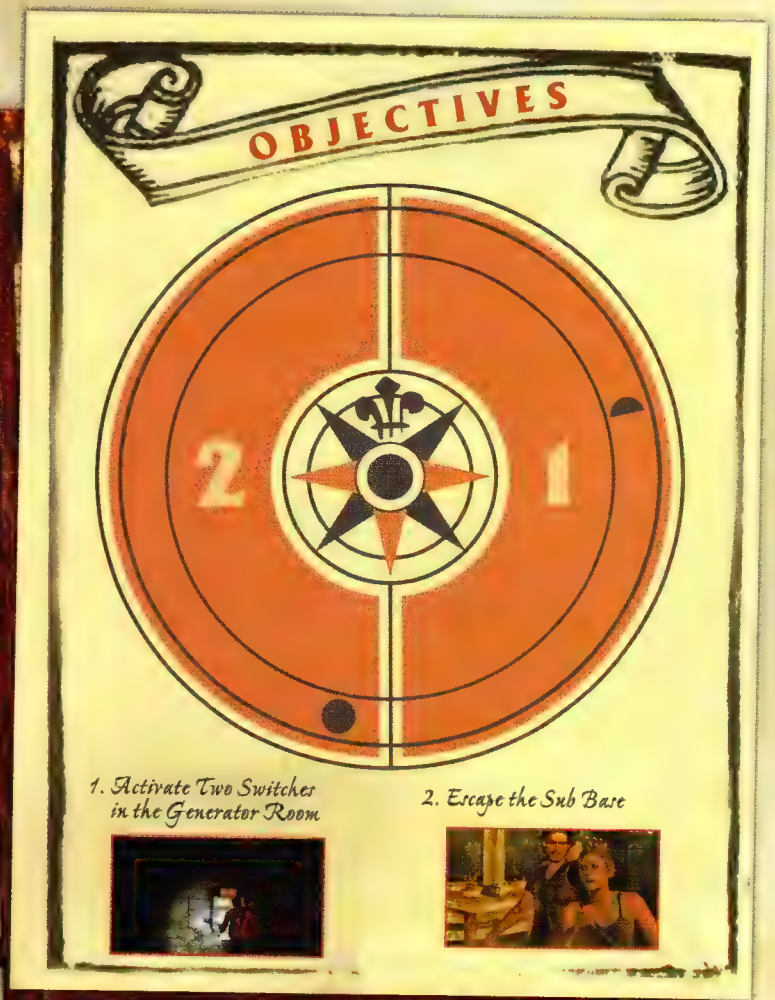
It's a long search in the dark, but Nate has finally found the generator room. Now all he has to do is fire them up. Head to the back of the room to find five turbines; on the middle one is a crank. Use ● to grab the crank, and rotate the left stick clockwise to get the engines rolling.

Now all that's left is to flick the power switch. With power restored all electrically-controlled doors begin to open. In fact, too many doors open and soon Nate hears an all too familiar and ominous sound approaching his position.

UNWELCOME GUESTS

Chapter 19

When Nate starts the generators, automatic doors open up all over the sub base, but there are two more switches he needs to throw located behind locked gates in the generator room. Creatures come pouring through the newly opened door and Nate has to take care of them before anything else.



THE SUBMARINE BASE

ACTIVATE TWO SWITCHES IN THE GENERATOR ROOM

The two switches are located at opposite ends of the generator room. A pack of creatures prowls between them and Nate

ELUDE THE CREATURES

The creatures chase Nate all over the room, and they don't give him much time to think. He has a couple of options if he can just keep his wits about him.

END

GENERATOR ROOM

SWITCH 1

x2

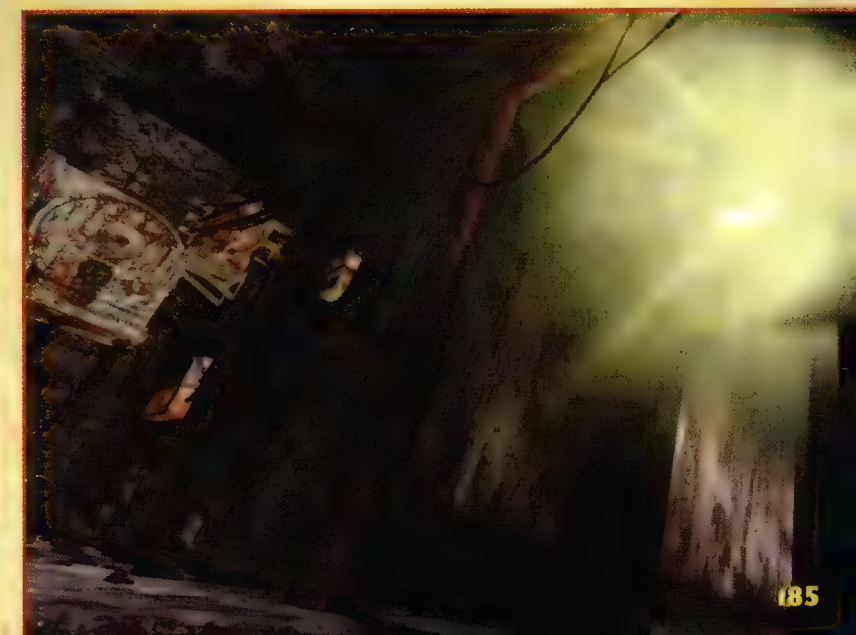
GENERATOR

START

SWITCH 2

Actually, Nate can pull an open field run through the creatures without fighting them at all. If a creature is about to jump Nate, roll past it. Run for the door on the left side of the room, head down the hallway to the first switch, and pull it. This opens the door on the opposite side of the generator room. Head back into the main room, taking out the creatures as they come at you, and run for the second switch in the other hallway.

This opens the exit door, and the power is now on in the entire facility. Make a run for the exit, and Nate slams the door on the pursuing creatures.

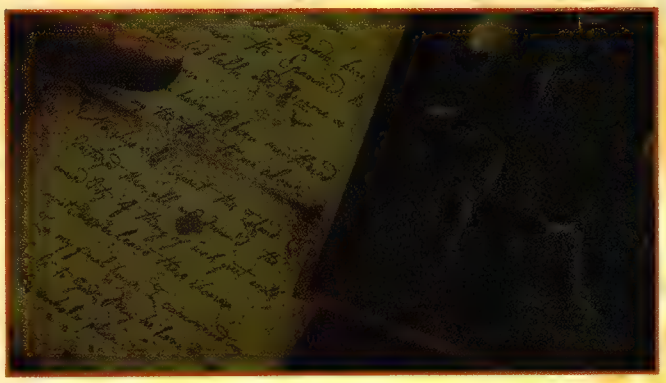


CREATURES GUARD THE SWITCHES

When Nate goes for the generator room switches, he must still be on guard. Creatures lurk around each of the two switches. Also, when he throws the switches, more creatures pour into the generator room.

THE CURSE OF EL DORADO

When Nate escapes the generator room, his route takes him back to the laboratory. With the power restored, the film projector in the room has flickered eerily to life. Nate watches in horror as a film projector displays the fate of one of the German sailors. A nearby note penned by Sir Francis Drake reveals that the curse of El Dorado is all too real. The Spaniards who first tried to steal the gold statue were somehow transformed into bloodthirsty monsters, and centuries later the Germans fell prey to the curse as well.



When the reel of film in the projector runs out, the creatures attack as if on cue. There's no way of avoiding this conflict. Nate must destroy every creature in order to exit through the door in the lab. When the monsters appear, the best thing to do is stay on the move. Whether that means running around the lab, shooting as Nate goes, or backing into the hall and shooting/running from there.

ESCAPE THE SUB BASE

Nate doesn't have too much time to assimilate this new information about the curse of El Dorado. After defeating the creatures in the lab, exit through the closed door opposite the film projector. Turn to the left and head for the newly-opened doorway straight ahead. Nate enters another room, only to discover that Roman and Navarro have captured Elena.

START

x2

x3

+ x2

x3

x2

END

HOSTAGE CRISIS

Nate watches helplessly as Roman and Navarro take Elena with them as insurance, threatening to do her harm unless Nate allows them to pursue the El Dorado treasure without interference. He vows to rescue her just the same, but first he has to make his way to the elevator shaft on the opposite side of the sub bay, and escape the facility.

Mercs Versus Monsters

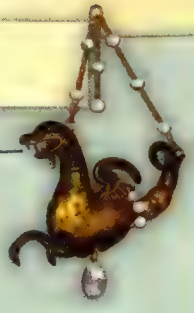
When Roman leaves with Elena, his mercenaries come after Nate. Six assault the stairs to the control room where Nate's holed up. Be careful though; the commotion attracts the monsters. Let the mercs put some lead into them before Nate finishes the job.

Exiting the room and returning outside, Nate immediately runs into some snipers who are stationed in the control tower above. Use the cover provided by the wooden crates to the left. Aim at the snipers with Nate's pistol and eliminate the threat. Better to kill them now—they might come back to haunt him.

Just further up, Nate runs into a chaotic battle between mercenaries and monsters. They both want a piece of him, too. Let the two foes do as much damage to each other as possible, then have Nate mop up the rest. There are a couple of sniper rifles in this area that might come in handy.

TREASURE

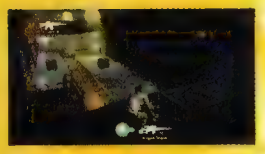
Golden Seadragon Pendant



Nate can see a Treasure as he enters the maze of wooden crates where the mercs and monsters are duking it out. It's shining on the left wall atop two crates. Jump climb up the side of the crates to reach it.

Fight or Flight

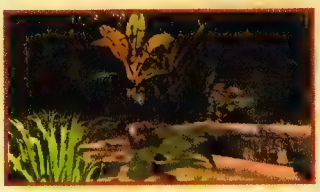
With the mercs and monsters busy fighting each other, Nate could just pass everyone right on by. It's a risky move, but if he really feels like it, it can be done.



As Nate reaches the other side of the sub bay, he finds a sniper rifle on a pair of crates. If you haven't already taken out the sniper in the control room above, now's a good time.

Exiting the gunfight area, climb over the cement barrier to find the open elevator shaft on your left. Climb the ladder here to get back to the surface; it leads right back to the jungle outside the monastery.

BACK TO THE JUNGLE



After surviving the battle between the mercs and the monsters, Nate climbs up out of the elevator shaft and emerges in the jungle just north of the monastery. Clicking on his radio, he's finally able to reach Sullivan, who's pinned down in the church courtyard by a squad of Roman's mercs. Nate heads to the monastery to join the fray.

THE DEATH OF SIR FRANCIS DRAKE

While Raleigh journeyed to South America, Drake spent the next six years attempting to repair his reputation. He worked with Philip Nichols to prepare a biography that would remind the Queen of his past achievements, and sat in Parliament where he could approve requests for funds to oppose various Spanish interests. His biography was published in 1591, and by 1592 there were signs that Drake was once again welcome at court. Likewise, his health appears to have recovered enough for him to begin thirsting for adventure again.

Drake was drawn back to two dreams of his youth: seizing Panama City in Central America, and reconciling with John Hawkins after many years of enmity. Hawkins seemed to relent, and it was easy to raise financial backing for the expedition. The promise of plunder drew many investors, and Drake himself sold his house in London to raise money. Setting out on the voyage was delayed many times, largely due to threats of Spanish invasions of Ireland, and the Queen made both Drake and Hawkins promise to return by May 1596.

There was another delay when word reached England of a wrecked Spanish treasure-ship aground in Puerto Rico, carrying two million ducats in treasure. The financially strained Queen suddenly took great interest in the expedition, and outfitted Drake and Hawkins with land forces, six royal warships, and Sir Thomas Baskerville to command the soldiers. In addition, Drake and Hawkins were escorted by twenty-one ships as they finally set out for Panama. As the voyage began, Drake was 55 and Hawkins eight years older. It seems impossible that either man had failed to consider that the Panama campaign might be their last.

Drake's intentions for Panama were widespread enough that word of his desire quickly spread to back to Spain through spies and rumors. Supposedly Antonio de Berrio even learned of the plan from Sir Walter Raleigh's own lips, a version that called for Drake and Hawkins to seize control of Panama and then use that to, in turn, control shipping throughout the Caribbean. If that was indeed the plan, Drake and Hawkins' hopes were so lofty as to be doomed to failure from the beginning.

Days into the voyage, Drake suggested stopping at the Spanish port of Gran Canaria to take on water and attack any nearby targets. Hawkins bitterly opposed it, claiming it would be dangerous and profitless. It turned out that Hawkins was right, since Spanish spies had made sure the coast was fortified and prepared for attack. Many men were lost and others taken prisoner, and the fleet forced to retreat. The prisoners, in turn, divulged Drake's and Hawkins' entire strategy to their Spanish captors. The information quickly crossed the Atlantic and made its way to the governors of Spain's Caribbean settlements. The entire region began to make preparations to repulse Drake's attack, and the morale of his men was dealt a tremendous blow.

Hawkins might have taken joy in Drake's immediate failure of judgment, but he came down with sickness before their ships even made it to the Caribbean. He was dead of his illness before the ships reached Puerto Rico. Even worse, five Spanish warships that knew of the fleet's approach and its plans were waiting for them at the Puerto Rican city of San Juan. Drake took too long preparing to attack, giving the Spanish too much time to set up artillery on the coast.

The Spanish were ultimately able to send cannonballs screaming through the dining room of Drake's flagship, the Defiance. There were attempts to fight back, but they were confused and ineffective, and casualties were high. In the end, although seizing wealth at Puerto Rico had been the Queen's entire reasoning for backing the expedition, Drake chose to back away from San Juan without even making landfall. He wanted to find richer, and more weakly defended, prizes.

They weren't to be found. Since the Spanish knew roughly where Drake was going and why, cities he went to sack were instead deserted, and largely denuded of potential plunder. Drake was frustrated at both Rio de la Hacha and Santa Marta, and found no success until his men were able to seize Nombre de Dios. He had to pass by Cartagena, a city he once longed to sack, as too heavily defended. It seemed the consequence of his successful raiding in his youth was a more fortified Caribbean waiting for him at his return.

After seizing Nombre de Dios, Baskerville and the ground troops began to march toward Panama City. Bad weather destroyed their provisions and gunpowder, and Spanish snipers killed most of the troops. Eventually, they had to turn back or face total annihilation. Dysentery spread through the fleet at an alarming pace, forcing them to anchor off of Nicaragua for a time after they left Nombre de Dios so they could clean ships and dispose of the dead. Drake seemed determined not to leave for England without some profit to show for their journey, but dysentery in time claimed him, too. He weakened in the course of weeks.

On January 28, 1596, in the middle of the night, Drake called for men to help him put on his armor, so he could feel he died as a soldier. An hour later, Sir Francis Drake was dead. His body was buried at sea in a lead coffin, before Baskerville took control of the fleet and began the voyage home.

RACE TO THE RESCUE

Chapter 20

Nate climbs up and out of the U-boat base and finds himself in the jungle outside the monastery. He radios Sully to tell him about Elena's abduction, but Sully has problems of his own. He's pinned down by the mercenaries outside the monastery. Nate takes off to lend a hand.

1. Get to the Church

2. Find the Hidden Passage

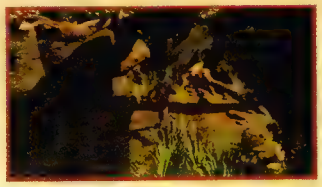
THE MONASTERY

GET TO THE CHURCH

Nate is desperate to stop Roman and Navarro from reaching the golden statue now. They have no idea about the deadly power of the curse of El Dorado—nor does he believe their greed will allow them to care. Elena's exposed to more danger than she can imagine. Nate must find the secret passage in the church and stop them before it's too late

JUNGLE RUN

Gunfire and explosions echo in the distance. Nate follows the sounds, descending the path to the left, and enters the monastery grounds. Nate sprints to Sully's aid.



SULLY +

START

EXIT

+ x2

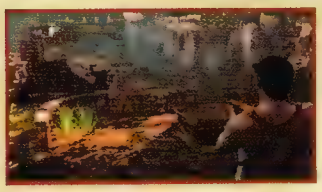
TREASURE

Gold Ingot

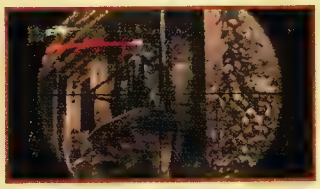
Before Nate runs off to help Sully and save Elena, look for a Treasure around the backside of the rim of the exit from the submarine base.

When Nate arrives on the scene, Sully's engaged in a heated gunfight with Roman's men. He's caught in crossfire, so Nate has to bail him out.

When Nate reaches Sully, he sees that the mercs have encircled him on the ground and above. Nate's behind two mercs. He can take them out and grab the sniper rifle nearby.



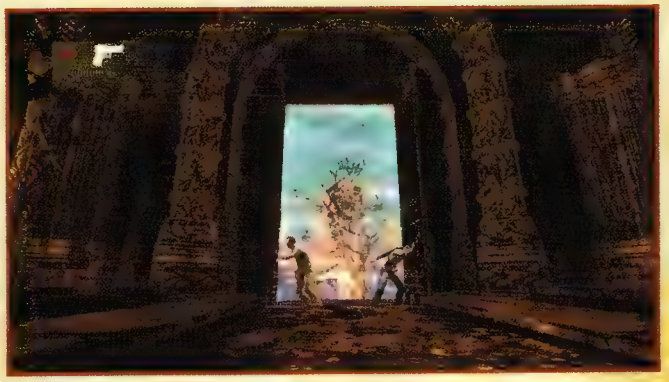
Have Nate use the rifle to zap the sniper above. Save his rifle ammunition and use it on the other snipers scattered throughout this battlefield. Watch out for the guy with the grenade launcher creeping toward Nate from the library, as well.



Nate should know by now that there is always a second wave of enemies. This fight in the monastery courtyard is no exception. Just when everything has finally settled down, another sniper appears in the monastery tower and another unit of mercs charge at Nate.

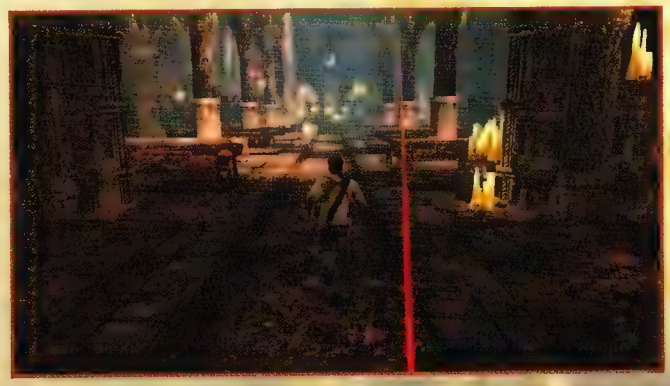
NO TIME TO CHAT

Nate and Sully rush up the church steps. Nate barely has time to explain how dire the situation is.



FIND THE HIDDEN PASSAGE

Nate's hot on the trail of Roman and Navarro, which has led him to the church. From the map in the U-boat base, he knows that there's a secret passage under the altar, which leads to more crypts beneath the church. But there's no time to ponder that now, as more gunshots ring out!



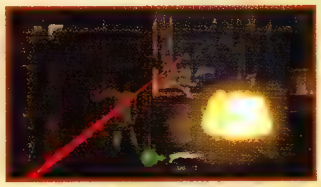
ROUND TWO

This second wave isn't nearly as intense as the first, but that doesn't mean it's going to be an easy fight. Use the Dragon Sniper rifle to remove the sniper threat first. Then Nate can focus on picking off the rest of the merc unit.

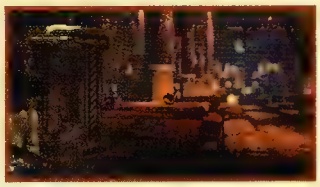
REAR GUARD ACTION

Roman has stationed guards inside the church to bushwhack Nate and Sully. These guys attack from every conceivable position.

When Nate and Sully enter the church, they're practically blinded by crisscrossing laser beams. Nate finds a handy sniper rifle nearby, but it's unknown just how many snipers threaten them. Move Nate quickly between the back pillars, so he can count the number of laser beams and trace them back to the snipers—and watch out for the mercs blasting away with their grenade launchers.

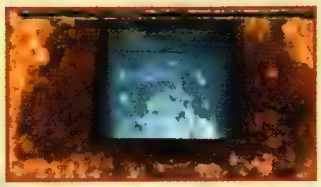


Things get quiet in the church once Nate and Sully beat the mercs during their initial charge. But Nate shouldn't let his guard down. More attackers are moving in behind them, including snipers.



AT THE ALTAR

Once the area has been cleared, Nate and Sully head for the altar. From the map in the German bunker, Nate learned that a secret passage under the altar leads directly to the crypts, and the El Dorado statue. They've got to stop Roman and Navarro!



THE PRICE OF EL DORADO

Raleigh avoided taking command of warships before, and wasn't present during Drake's glorious battle against the Armada in 1588. Despite this, the Queen's straits were so dire that she left it to Raleigh and two of her other closest advisers to lead a counterattack upon the Spanish coast in 1596. Although Raleigh's reputation was still damaged, the publication of the Discoverie had succeeded in having him reinstated as Captain of the Guard and bringing him back to court. So when the new Armada threatened, the force at Raleigh's disposal was massive. It was nearly 150 ships and 10,000 men, with Raleigh himself commanding the flagship, the Warspite. Of course, Raleigh was forced to recruit many of those men himself, recruiting from humble ale-houses, so he was not carrying a full complement of well-trained sailors or even soldiers into battle with him.

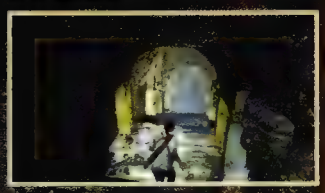
Yet, just as it had under Drake, the counterattack quickly descended into chaos. Raleigh was still a controversial figure, his distaste for sailing known. The other men in the British attack fleet sought to undermine him at every turn. In particular the Earl of Essex, commander of the ground troops, constantly tried to be first in suggesting attack strategies (usually bad). Sir Francis Vere tried to push his Rainbow before Raleigh's Warspite while attacking Cadiz, opting to gloriously sack the city while the Warspite was left grappling with the massive Spanish warship, the Four Apostles.

Vere's Rainbow and the Lords Howards' Nonpareil sacked Cadiz itself, ignoring fifty merchant ships waiting in the harbor. Raleigh tried to seize the ships himself, but he was wounded and the Warspite heavily damaged during the battle with the Four Apostles. Instead, Vere and the Lords Howard ignored the merchant ships and ransacked the city, and so ignored the richest prizes, a small group of merchant ships carrying forty million ducats in treasure. These ships escaped while Essex and his men burned Cadiz to the ground, ignoring plans made to try and fortify and hold the city. The "victory" only made the Queen furious. The treasure ships were lost and nothing had been done to prevent Spain from raising a new Armada.

GOLD AND BONES

Chapter 21

Nate and Sully leap down through the hidden passage into the crypts below. Now they realize how close they came to finding the treasure the first time they explored the monastery church. But they must rescue Elena and keep Roman and Navarro from unleashing the curse of El Dorado.



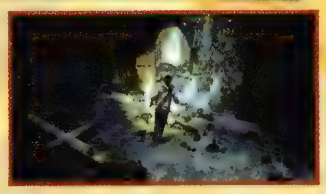
1. Find El Dorado

2. Don't let El Dorado Get Away

THE CRYPTS

FIND EL DORADO

As Nate begins the chase, he quickly explains the curse to an astonished and still-unbelieving Sully. There's no time for argument or debate, so the partners take to the stairs downward.



START

END

TREASURE

Golden Skull Rosary

There are a few Treasures to be found in the catacombs before Nate and Sully exit to the next area. The first is located in the chamber after the three sets of stairs. It can be found along the right wall, in the corner next to a large cyrpt.

TREASURE

Sapphire and Silver Mask

From the chamber with the first Treasure, Nate can find a second down the next set of stairs. Its location is at the base of the large column in the center of the room. Just look for the sparkling gleam.

After a quick sprint down through the crypts, Nate and Sully come to a grotto bathed in dazzling sunlight. There in the middle of the platform stands the treasure they've been seeking all this time—El Dorado. There, too, are Roman, Navarro, and Elena. Too bad Nate and Sully don't see the two guards sneaking up behind them.

RALEIGH'S IGNOMINY

Even such is Time, which takes in trust
Our Youth, our Joys, and all we have
And pays us but with age and dust...

Sir Walter Raleigh

Raleigh was allowed to return to court, and even allowed to resume his post of Captain of the Guard, but the Queen never favored him as warmly as she once had. The wound at Cadiz also left Raleigh with a limp that made marching, walking, and even standing difficult for the rest of his life. New attacks on Spain were mounted within two years, with Raleigh and his rival the Earl of Essex commanding. Poor weather and poor planning left them unable to prevent the new Armada from being outfitted, although some plunder was seized. Similar missions to seize Spain's annual shipment of silver from the New World also failed. He even lost many of his estates in Ireland, previously granted him by the Queen, due to an Irish rebellion that Essex failed to put down.

Worst of all, the Queen's power was beginning to fade. Most of her advisers were now either nearly as old as she was, at seventy years old, or dead. Raleigh survived Elizabeth's death of natural causes in 1603 to greet her successor, King James of Scotland. James's ears were poisoned by Raleigh's enemies on the Privy Council long before he met the man himself, and Raleigh had no hope of holding a position in James's court.

In fact, he was in time accused, tried, and convicted of treason on thin pretenses and, at fifty-two years of age, confined to the forbidding Tower of London. Raleigh could not let go of his view of Spain as an implacable foe, while King James was determined to make peace with Spain so that England could prepare for conflicts with France in the future. In fairness to King James, he was absolutely right about France being England's next great enemy.

Raleigh used that time to his benefit, studying minerals and conducting experiments in a garden granted him by special request. He was granted his books, and the freedom to roam the Tower's garden. His wife moved in with him and a son was even born to him in the Tower, named Carew. Some of the medicines Raleigh developed during this time were widely used for years. He even had time to write and publish the 1300-page History of the World, one of the first works of its kind.

After thirteen years in the Tower, Raleigh finally found a way to negotiate his freedom: he implored King James to let him make one final trip in quest of El Dorado. Raleigh forcefully argued that only the English claim on El Dorado was valid, because Elizabeth had taken the title he won for her twenty years ago. King James was swayed, but had made a close ally of the ambassador from Spain.

Influenced by this ambassador's desires, King James laid a terrible restriction upon Raleigh's mission: he could not attack any Spanish settlement or person, for any reason. James offered no financial backing, as Elizabeth had, but insisted on receiving one-fifth of Raleigh's total profits in Spanish style. Any breach of this contract could only hope to be forgiven if Raleigh returned with millions in gold or silver, as Drake once had. Even worse, King James passed all of the details of Raleigh's journey on to Spanish authorities in secret.

Yet Raleigh dutifully raised an impressive sum of money, selling his own property and drawing investors, gathering a small fleet and purchasing a flagship called the Destiny. When Raleigh reached the New World, after enduring great hardships and sickness, he found himself relentlessly harassed by the Spanish. In Caribbean ports they killed his men with impunity. When he reached the mouth of the Orinoco, where gold mines were supposed to be found, he found a hastily-erected Spanish settlement called San Tome waiting for him there. Too sick to leave his ships, he sent a troupe of 4,000 men (including his son Wat) to try and find the mine at Orinoco with orders to defend themselves if attacked.

The expedition turned into disaster. They found no gold; in fact, they sailed right past one of the few small gold mines in the area. Wat Raleigh was killed in battle, San Tome was burned to the ground, and countless Spaniards and Englishmen were killed. The expedition's other commander, 60-year-old Lawrence Keymis, seemed to lose his nerve once San Tome was seized. He expended little effort in trying to find the mines that were supposed to be in the area. The few boats attempted to sail upriver to look for mines were easily driven back by Spanish cannons.

Of the 4,000 men who left to try and find the gold mines, less than half returned. After reporting his failure to Raleigh, Keymis was so distraught that he committed suicide. After this, his other commanders refused to take his orders, and so he could not even hope to set upon the Spanish silver fleet and bring that humble prize back to England with him.

With the terms of his mission with King James broken, Raleigh could expect to be executed as a traitor upon return to England. If he remained in the New World, bitter Spanish fleets would descend upon his expedition and destroy him. Although many encouraged him to retreat to New World colonies or even France, Raleigh instead made the forlorn decision to return to England and face the King's wrath.

James had already promised Raleigh's head to the Spanish. Raleigh made some effort to justify his actions in Guiana, but in vain, and he was captured during a belated attempt to escape to France. He lingered for a time in the Tower, once more devoting himself to chemistry, while the King carefully tried to justify Raleigh's impending execution both to his own advisers and the public.

When Raleigh was executed, people turned out in force to watch the beheading. Among them were many of Raleigh's friends and admirers. After he shook many hands on the scaffold, he placed his neck on the executioner's block willingly. The executioner was so reluctant to do his duty that Raleigh had to encourage him to strike. Two blows later, the deed was done, and the executioner raised Raleigh's head for the crowd to witness.

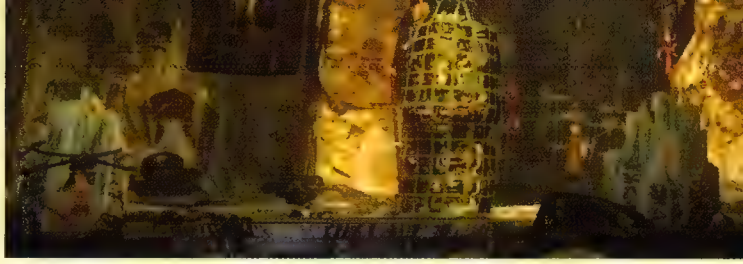
No one cheered.

DON'T LET EL DORADO GET AWAY

Roman has planned very every contingency – except one. Navarro urges Roman to open the golden statue and look inside. He does so, only to discover that it's actually a giant sarcophagus with a twisted mummy inside. Roman inhales the noxious dust that wafts out from the coffin, and is transformed. Infected by some ancient biological plague, Roman turns on Navarro in a monstrous rage – and Navarro coldly executes him.

Roman has planned very every contingency – except one. Navarro urges Roman to open the golden statue and look inside. He does so, only to discover that it's actually a giant sarcophagus with a twisted mummy inside. Roman inhales the noxious dust that wafts out from the coffin, and is transformed. Infected by some ancient biological plague, Roman turns on Navarro in a monstrous rage – and Navarro coldly executes him.

Navarro has planned all along to double-cross Roman. He's not after a golden statue; he wants to sell the plague virus contained in the sarcophagus as a biological weapon, to the highest bidder – regardless of the threat it would pose to the civilized world.



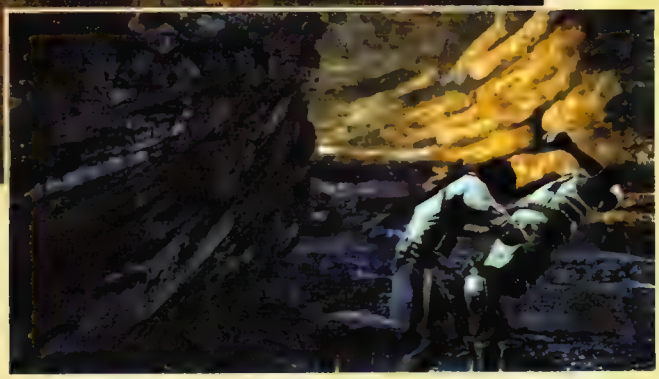
As Navarro's helicopter begins to airlift the sarcophagus out of the grotto, the creatures emerge in a fury, and attack. Sully finally comprehends the fate that befell the Spanish colonists who brought El Dorado to the island. These creatures are their descendants, deranged by the virus that infected their ancestors, and made monstrous by four centuries of inbreeding.

Sully tells Nate to go after Navarro and Elena, while he covers him from the marauding creatures.

STAY OUT OF THE WATER

Nate has to run along the stone steps around the base of the grotto pool. Do not jump or fall into the water. The creatures rule here.

Run down the path to the left, across the grotto floor, and up the stairway on the opposite side, blasting the enemies in your path. When Nate reaches the platform at the top of the grotto, the sarcophagus is just about to be lifted out. Leap over to the cargo net, and grab on for dear life.



RIDING EL DORADO

As Navarro's helicopter pulls away, Nate becomes an unwelcome passenger. One of Navarro's men prepares to knock Nate off, but quick thinking by Elena saves his life. The chopper crash-lands on the deck of Navarro's cargo ship, and Nate continues the chase.

Just Run, Nate

Nate's armed with a shotgun, but he doesn't have to fight the creatures. He can run past them to catch the fleeing Navarro. Run and press ◉ to roll past attacking creatures. Some mercs take up a rear guard, but they're too busy shooting creatures to do Nate much harm.

SHOWDOWN

Chapter 22

With the pilot dead at the stick, the helicopter lurches toward the cargo ship, spinning out of control. Nate drops onto the ship from the cargo net and watches as the chopper skids into the helicopter deck, rotors snapping. The helicopter comes to rest precariously at the end of the deck, and Nate sees Elena's lifeless body in the cabin. Navarro, bloodied and enraged, storms out of the cockpit ready for battle.

1. Defeat Navarro's Men

2. Defeat Navarro

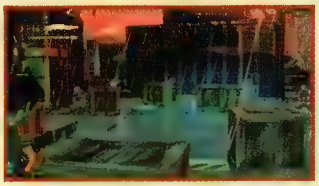
THE CARGO SHIP

DEFEAT NAVARRO'S MEN

Navarro and his men are determined to eliminate Nate once and for all. They spread across the deck of the ship to fight him every inch of the way.

A DEADLY DECK

Quickly take cover behind the nearest crate. Note that some of the wooden crates are breakable, and some are indestructible.

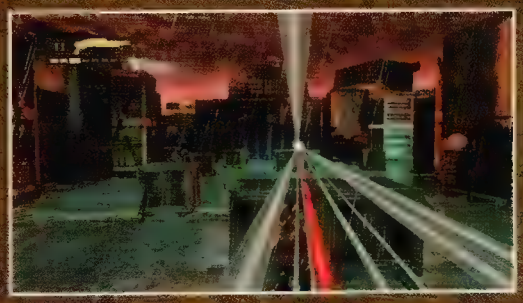


START

END

x2

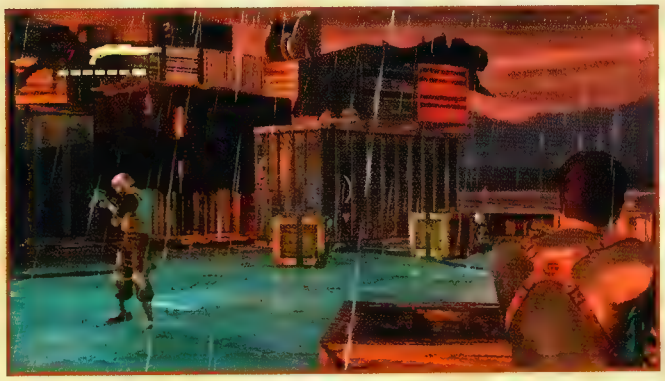
DUCK NAVARRO'S SHOTS



Navarro can't be hurt right now, but his shotgun blasts are lethal. Figure out the pattern of his shots so you know when to duck.

Stay behind cover and concentrate your fire on Navarro's henchmen. When they are eliminated – or when you successfully destroy Navarro's cover with your shots – Navarro will high-tail it out and retreat to his next group of guards.

Be sure to collect all the ammo you can before chasing him to the next area.



Nate must stay on the balls of his feet if he is to survive this next gunfight. Machine gun mercs send a hailstorm of bullets at Nate. The wooden crates he's using for cover don't stand up to the fire for long. Keep moving Nate between crates as he picks off the mercs one by one. Remember, Navarro is untouchable—but the crates he's hiding behind *can* be destroyed.

CARGO BOOBY TRAP

After Nate defeats the second group of guards, the pursuit leads him to a booby trap. An explosion topples a large container over on him. Roll Nate to safety by pressing quickly.

Exiting the last gunfight, Nate turns the corner to engage in another. This time Navarro only has a couple of mercs with him, but he has taken refuge behind an indestructible crate. As you pick off Navarro's men, watch for reinforcements, including a merc with a grenade launcher perched on the walkway above.

THE BATTLE INTENSIFIES

Navarro has led Nate on a deadly chase across the ship. But Nate has stuck to him every step of the way.

DEFEAT NAVARRO

Finally, Nate corners Navarro on the helicopter deck—or so he thinks. When he gets there he sees that the smashed helicopter hanging precariously on the edge of the deck, with Elena's unconscious body draped over the door sill. Elena!

WHO'S TRAPPED WHOM?

Taking advantage of Nate's momentary distraction, Navarro blasts the nearby fuel drums and sends Nate reeling. His gun flies over the side, and Nate is left unarmed. Quickly take cover, and move from cover to cover – inching closer to Navarro – every time he stops to taunt you.

Taking cover behind the crate closest to him, wait until Navarro's gun jams, then charge forward and attack by pressing .

THE QUICK AND THE DEAD

First Nate must disarm Navarro and level the playing field. After landing your first punch, follow with ● and then ● to knock the shotgun out of Navarro's hands. The gun goes sliding across the deck.

Furious, Navarro counters with a vicious head-butt and a kick, knocking Nate to the ground. He dives across the deck to reach the shotgun. You haven't got much time – run at Navarro and attack him again by pressing ●. Follow it with ● and then ● to knock Navarro out.

EL DORADO—REST IN PEACE

Nate immediately runs to aid Elena. She recovers, but so does Navarro, who grabs his shotgun. Nate sees that the villain is standing in a loop of the cargo-net's cable, which is still tethered to the helicopter. Summoning all his strength, Nate shoves the dangling helicopter and it

They are relieved, but Nate laments that they'll be leaving empty-handed. Elena reveals that she did manage to save one thing – Drake's ring. She didn't want Nate to regret leaving it behind. As she slips it around his neck, and they lean towards each other tentatively, Sully arrives to break up the romance. He pulls back a tarp to reveal a pile of rightly-earned treasure. It appears the quest for El Dorado wasn't a total failure after all. Sully got his treasure, Nate found his adventure, and Elena…

Well, Nate still owes her a story.

UNTOLD TREASURES

So you think you've conquered *Uncharted*? Not so fast! There are still Treasures to be collected, Medals to be earned, and Rewards to be unlocked. Read on to discover the hidden elements of the game and find out what they can do for you.

TREASURES

A crafty treasure hunter can always spot an item of value during his or her exploits. Keep an eye out for sparkling objects cleverly hidden in the environment and press ⓐ to pick them up when Nate is standing on or next to one. To view the Treasures he has collected, press **START** to pause the game and view the Pause Menu, select BONUSES, then select TREASURES. You'll find them called out throughout the walkthrough portion of this guide, but we've also provided a full list with their names and the chapter in which they are found, below.

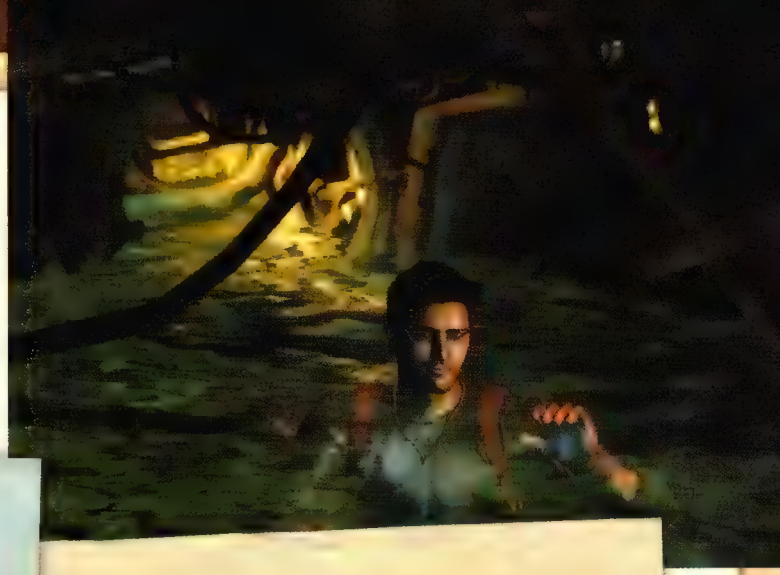
Treasure List		
	Decorated Gold Ring	Chapter 2 - The Search for El Dorado
	Decorated Silver Ring	Chapter 8 - The Drowned City
	Gold and Ruby Inca Mask	Chapter 14 - Going Underground
	Gold and Turquoise Inca Earring	Chapter 3 - A Surprising Find
	Gold Coatimundi	Chapter 11 - Trapped
	Gold Frog	Chapter 4 - Plane - wrecked
	Gold Inca Figurine	Chapter 15 - On the Trail of the Treasure
	Gold Ingot	Chapter 20 - Race to the Rescue
	Gold Llama	Chapter 6 - Unlocking the Past
	Gold Monkey Figurine	Chapter 18 - The Bunker
	Gold Mosaic Inca Earring	Chapter 5 - The Fortress
	Gold Snuff Box	Chapter 16 - The Treasure Vault
	Gold Spanish Chalice	Chapter 13 - Sanctuary?
	Gold Tairona Pendant	Chapter 3 - A Surprising Find
	Golden Bird Vessel	Chapter 15 - On the Trail of the Treasure
	Golden Cup and Cover	Chapter 13 - Sanctuary?
	Golden Fish Charm	Chapter 9 - To the Tower
	Golden Inca Cup	Chapter 2 - The Search for El Dorado
	Golden Inca Mask	Chapter 15 - On the Trail of the Treasure
	Golden Inca Vessel	Chapter 14 - Going Underground
	Golden Jaguar	Chapter 4 - Plane - wrecked

Treasure List		
	Golden Seadragon Pendant	Chapter 19 - Unwelcome Guests
	Golden Skull	Chapter 14 - Going Underground
	Golden Skull Rosary	Chapter 21 - Gold and Bones
	Golden Spanish Goblet	Chapter 15 - On the Trail of the Treasure
	Golden Spoon	Chapter 5 - The Fortress
	Golden Toothpick	Chapter 4 - Plane - wrecked
	Golden Turtle	Chapter 13 - Sanctuary?
	Intricate Gold Ring	Chapter 4 - Plane - wrecked
	Jeweled Golden Brooch	Chapter 9 - To the Tower
	Jeweled Golden Cross	Chapter 15 - On the Trail of the Treasure
	Jeweled Silver Brooch	Chapter 16 - The Treasure Vault
	Jeweled Silver Cross	Chapter 13 - Sanctuary?
	Jeweled Silver Monkey	Chapter 2 - The Search for El Dorado
	Patterned Silver Ring	Chapter 4 - Plane - wrecked
	Sapphire and Silver Mask	Chapter 21 - Gold and Bones
	Silver Belt Buckle	Chapter 10 - The Customs House
	Silver Bird Vessel	Chapter 4 - Plane - wrecked
	Silver Coatimundi	Chapter 13 - Sanctuary?
	Silver Cup and Cover	Chapter 16 - The Treasure Vault
	Silver Fish Charm	Chapter 4 - Plane - wrecked
	Silver Frog	Chapter 8 - The Drowned City

Treasure List		
	Silver Inca Cup	Chapter 13 - Sanctuary?
	Silver Inca Earring	Chapter 4 - Plane - wrecked
	Silver Inca Figurine	Chapter 4 - Plane - wrecked
	Silver Inca Mask	Chapter 6 - Unlocking the Past
	Silver Inca Vessel	Chapter 4 - Plane - wrecked
	Silver Ingot	Chapter 14 - Going Underground
	Silver Jaguar	Chapter 5 - The Fortress
	Silver Llama	Chapter 2 - The Search for El Dorado
	Silver Mosaic Inca Earring	Chapter 2 - The Search for El Dorado
	Silver Skull	Chapter 15 - On the Trail of the Treasure
	Silver Snuff Box	Chapter 14 - Going Underground
	Silver Spanish Chalice	Chapter 11 - Trapped
	Silver Spanish Goblet	Chapter 14 - Going Underground
	Silver Tairona Pendant	Chapter 6 - Unlocking the Past
	Silver Toothpick	Chapter 13 - Sanctuary?
	Silver Turtle	Chapter 2 - The Search for El Dorado
	Spanish Gold Coin	Chapter 11 - Trapped
	Spanish Silver Coin	Chapter 6 - Unlocking the Past
	Strange Relic	Chapter 5 - The Fortress

MEDALS

In the game, Medals are earned by completing various types of specific tasks. You can view the complete list of these accolades from the Medals Menu or simply consult our list below to learn about the different types of Medals and the criteria needed to achieve each one.



UNCHARTED MEDALS LIST

Treasure Hunter

Medal	Description	Point Value
First Treasure	Find one treasure	5
Beginner Fortune Hunter	Find five treasures	5
Novice Fortune Hunter	Find 10 treasures	5
Enthusiast Fortune Hunter	Find 15 treasures	10
Intermediate Fortune Hunter	Find 20 treasures	10
Skilled Fortune Hunter	Find 25 treasures	10
Proficient Fortune Hunter	Find 30 treasures	10
Advanced Fortune Hunter	Find 35 treasures	10
Professional Fortune Hunter	Find 40 treasures	10
Senior Fortune Hunter	Find 45 treasures	10
Expert Fortune Hunter	Find 50 treasures	10
Crack Fortune Hunter	Find 55 treasures	10
Master Fortune Hunter	Find all 60 treasures	50
Relic Finder	Find the Strange Relic	20

Melee Fighter

Medal	Description	Point Value
Brutal Brawler	Kill five enemies with a brutal combo (⊕, ●, ⊕)	10
Brutal Slugger	Kill 20 enemies with a brutal combo (⊕, ●, ⊕)	30
Brutal Expert	Kill five enemies in a row with a brutal combo (⊕, ●, ⊕)	40
Stealth Attacker	Kill 20 enemies by melee-attacking from behind	30
Steel Fist	Kill five enemies with a single punch, after softening them up with gunfire	10
Steel Fist Expert	Kill five enemies in a row with a single punch, after softening them up with gunfire	40

Headshot

Medal	Description	Point Value
Headshot Expert	Kill five enemies in a row with headshots	20
10 Headshots	Kill 10 enemies with headshots	5
30 Headshots	Kill 30 enemies with headshots	10
100 Headshots	Kill 100 enemies with headshots	30

Weapons Master

Medal	Description	Point Value
Dyno-Might!	Kill three enemies with one explosion	10
Expert Dyno-Might	Kill three enemies with one explosion 5 times	30
50 Kills: PM - 9mm	Kill 50 enemies with the PM - 9mm	10
50 Kills: 92FS - 9mm	Kill 50 enemies with the 92FS - 9mm	10
50 Kills: Micro - 9mm	Kill 50 enemies with the Micro - 9mm	10
20 Kills: Wes - 44	Kill 20 enemies with the Wes - 44	10
20 Kills: Desert - 5	Kill 20 enemies with the Desert - 5	10
30 Kills: MP40	Kill 30 enemies with the MP40	10
50 Kills: AK-47	Kill 50 enemies with the AK-47	10
50 Kills: M4	Kill 50 enemies with the M4	10
30 Kills: Dragon Sniper	Kill 30 enemies with the Dragon Sniper	10
50 Kills: Moss - 12	Kill 20 enemies with the Moss - 12	10
50 Kills: SAS - 12	Kill 50 enemies with the SAS - 12	10
30 Kills: M79	Kill 30 enemies with the M79	10
20 Kills: Mk-NDI	Kill 20 enemies with Mk-NDI grenades	10

Trick Shooting

Medal	Description	Point Value
Run-and-Gunner	Kill 20 enemies by shooting from the hip (without aiming with **L1**)	10
Hangman	Kill 10 enemies by aiming while hanging from a ledge	10
Grenade Hangman	Kill 10 enemies with grenades by aiming while hanging from a ledge	10

Game Completion

Medal	Description	Point Value
Charted! - Easy	Finish the game in Easy Mode	30
Charted! - Normal	Finish the game in Normal Mode	70
Charted! - Hard	Finish the game in Hard Mode	100
Charted! - Crushing	Finish the game in Crushing Mode	150

Survivor

Medal	Description	Point Value
Survivor	Kill 50 enemies in a row without dying	50

REWARDS

By acquiring Treasures and Medals throughout your adventure, you earn points which unlock a variety of Rewards. To access your Rewards, press START to pause the game and view the Pause Menu, select BONUSES, then select REWARDS. Next, highlight the Reward you wish to select, then press ⊗. Here's a guide to all the Rewards that can be earned in the game. We've provided every Reward and the number of points they cost in the following list.

Costume Select: Heroes

Costume	Points	Availability Condition
Naughty Dog Drake	260	
Wetsuit Drake	450	Completed Game
Victor Sullivan	620	Completed Game
Cartoon Drake	660	Completed Game
Elena Fisher	820	Completed Game
Doughnut Drake	1000	Completed Game

Costume Select: Villains

Costume	Points	Availability Condition
Pirate	300	Completed Game
Mercenary	540	Completed Game
Eddy Raja	740	Completed Game
Gabriel Roman	780	Completed Game
Atoq Navarro	900	Completed Game

Weapons Select

Weapon	Points	Availability Condition
PM-9mm Semi-Automatic Pistol	300	Completed Game
AK-47 Assault Rifle	300	Completed Game
Moss-12 Shotgun	300	Completed Game
92FS-9mm Semi-Automatic Pistol	500	Completed Game
Wes-44 Revolver	500	Completed Game
SAS-12 Shotgun	500	Completed Game
Mk-NDI Grenades	500	Completed Game
Desert-5 Semi-Automatic Pistol	700	Completed Game
Micro-9mm Fully Automatic Pistol	700	Completed Game
MP40 Submachine Gun	700	Completed Game
M4 Assault Rifle	700	Completed Game
Eddy's Golden Gun	900	Completed Game
M79 Grenade Launcher	900	Completed Game
Dragon Sniper Rifle	900	Completed Game

Render Mode Select

Mode	Points	Availability Condition
Black and White	80	
Sepia Tint	180	
Next Gen Filter	220	

Miscellaneous Rewards

Reward	Points	Availability Condition
The Making of Uncharted - Part 1	5	
Concept Art Gallery 1	10	
Meet the Dogs	20	
Fast Motion	30	
Making a Cut Scene - Onto Something Big	40	Corresponding Movie Played
Tech Dive - Facial Animation	50	
The Making of Uncharted - Part 2	60	
Mirror World	70	
Tech Dive - Full Body Animation	90	
Concept Art Gallery 2	100	
Making a Cut Scene - Jailbreak	120	Corresponding Movie Played
Flip World	140	

Miscellaneous Rewards

Reward	Points	Availability Condition
Concept Art Gallery 3	160	
Tech Dive - Environments	200	
Concept Art Gallery 4	220	
Making a Cut Scene - The Bridge	250	Corresponding Movie Played
Naughty Dog Photo Gallery	270	Completed Game
Concept Art Gallery 5	280	Completed Game
Concept Art Gallery 6	340	Completed Game
Slow Motion	380	Completed Game
Super Slow Motion	580	Completed Game
Infinite Ammo	860	Completed Game
One-Shot Kills	950	Completed Game

METV

Behind the Scenes
with
Naughty Dog
VACAL

CHRISTOPHE BALESTRA

CO-PRESIDENT

What role did you play in the UDF project?
I worked with the team to make sure everything was going in the right direction. More specifically, I helped with all the technology, including the tools. I'm still programming when I have the time.

So you actually had a hand in writing the new engine?
Yeah, I wrote a big part of the tools and was also involved in writing the shaders and streaming them all together.

What was your favorite part about this project?
Seeing what we ended up with as a company. It was kind of a tough project because we started from scratch, and we ended up with a great team and some excellent tools.

Was it difficult to start over on an entirely new IP?
What is difficult is that there are a lot of expectations, and we had to find the right direction in terms of IP and technology. It was challenging, but we ended up with something that we are all proud of.

What major titles have you worked on?
Jak II, Jak 3 & *Jak X*

What keeps you in the gaming industry?
I would hate to work in a bank, haha. I think it's the people. We have positive, motivated people and I love working with them. We also get to make whatever we want, and define what's cool (in the industry). Sony gives us full freedom to do whatever we think is right. If I had to work somewhere else, I might not stay in the industry.

What's the best thing about UDF?
It's the first gaming experience that's really pushing the envelope for the next generation. A lot of titles were the same on the previous generation (systems), and we added more staff and dedicated ourselves to creating something that would be great from start to finish.

What would the ideal review of the game say?
I'd be happy if people would say that a really talented team made something very unique. That they made the first next generation game. If people enjoy it, that's the most important thing.

Are you more Naughty or more Dog?
More naughty. I'm the one who's always on people's ass to make sure they do their job.

WHAT'S YOUR:

Favorite element of UDF?
The animation

Favorite level?
Customs House

Favorite movie?
A French movie called *Bernie*. Very naughty.

Favorite all-time game?
Jak and Daxter. It's what made me send my resume here.

Favorite book?
C++

Favorite gaming snack food?
Ice cream

Current gaming obsession?
If I had time, it would be *Gears of War* or *Heavenly Sword*.

Current non-gaming obsession?
Spend time with my family. They think daddy works too much.

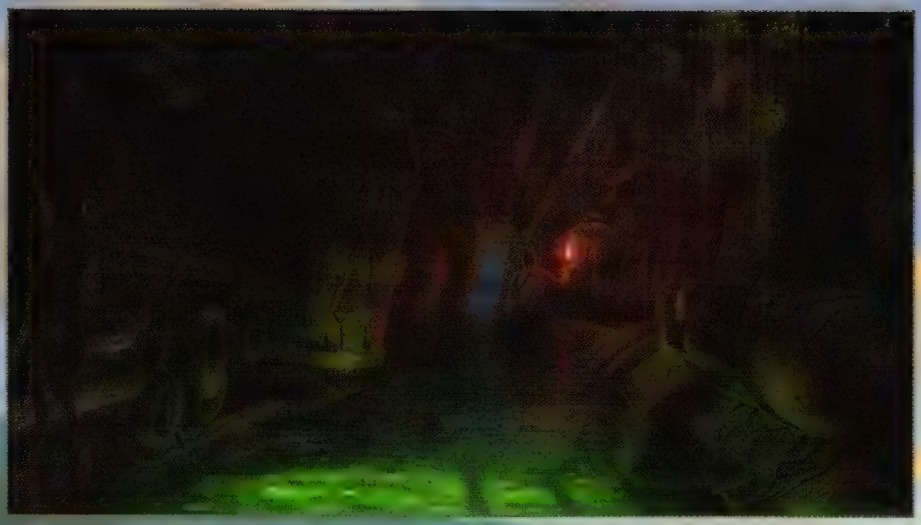
Do they ever brag about you to their friends?
Oh yeah, they like to tell their friends "my dad made that game."

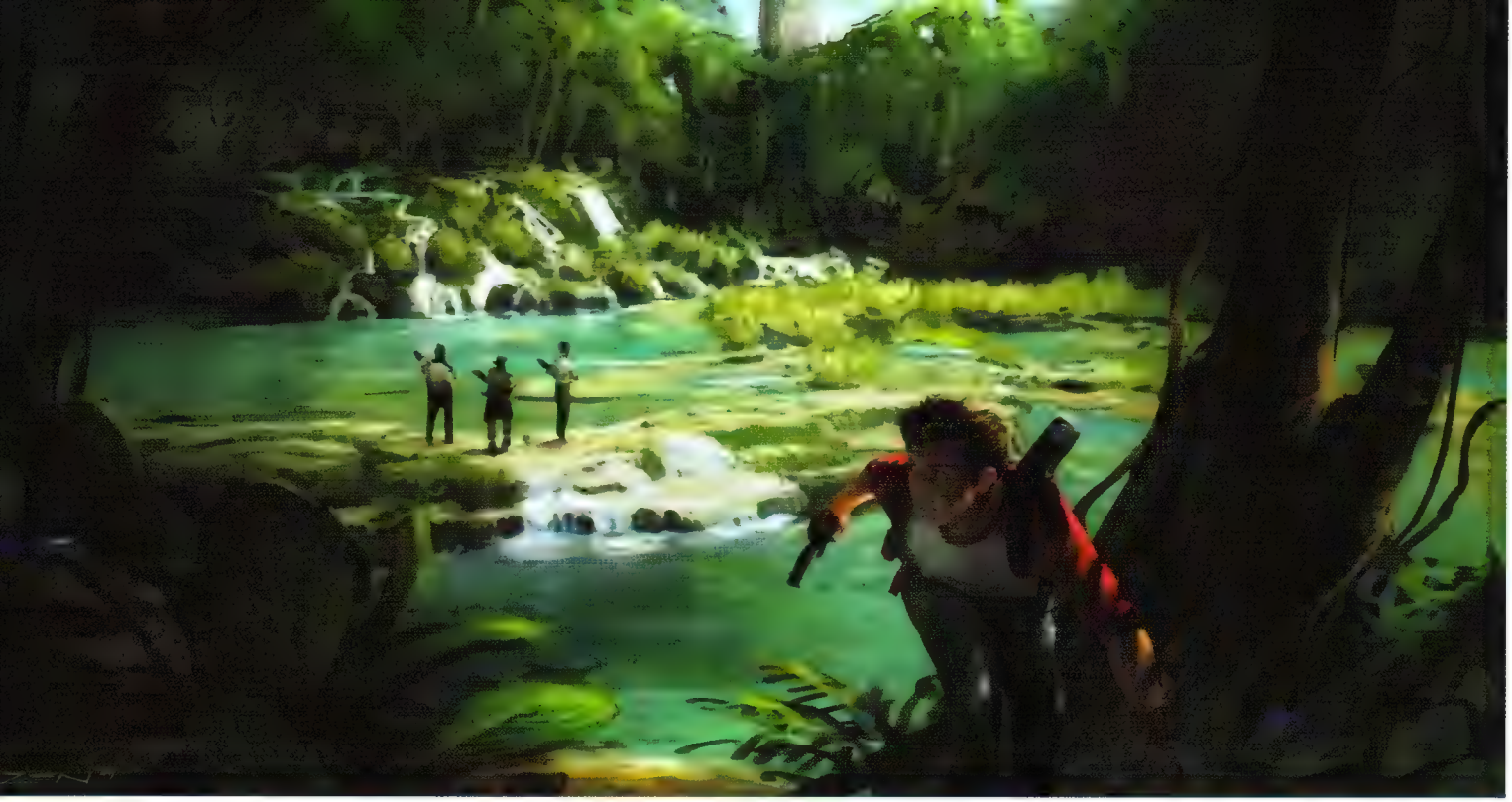
Biggest hobby?
I love technology

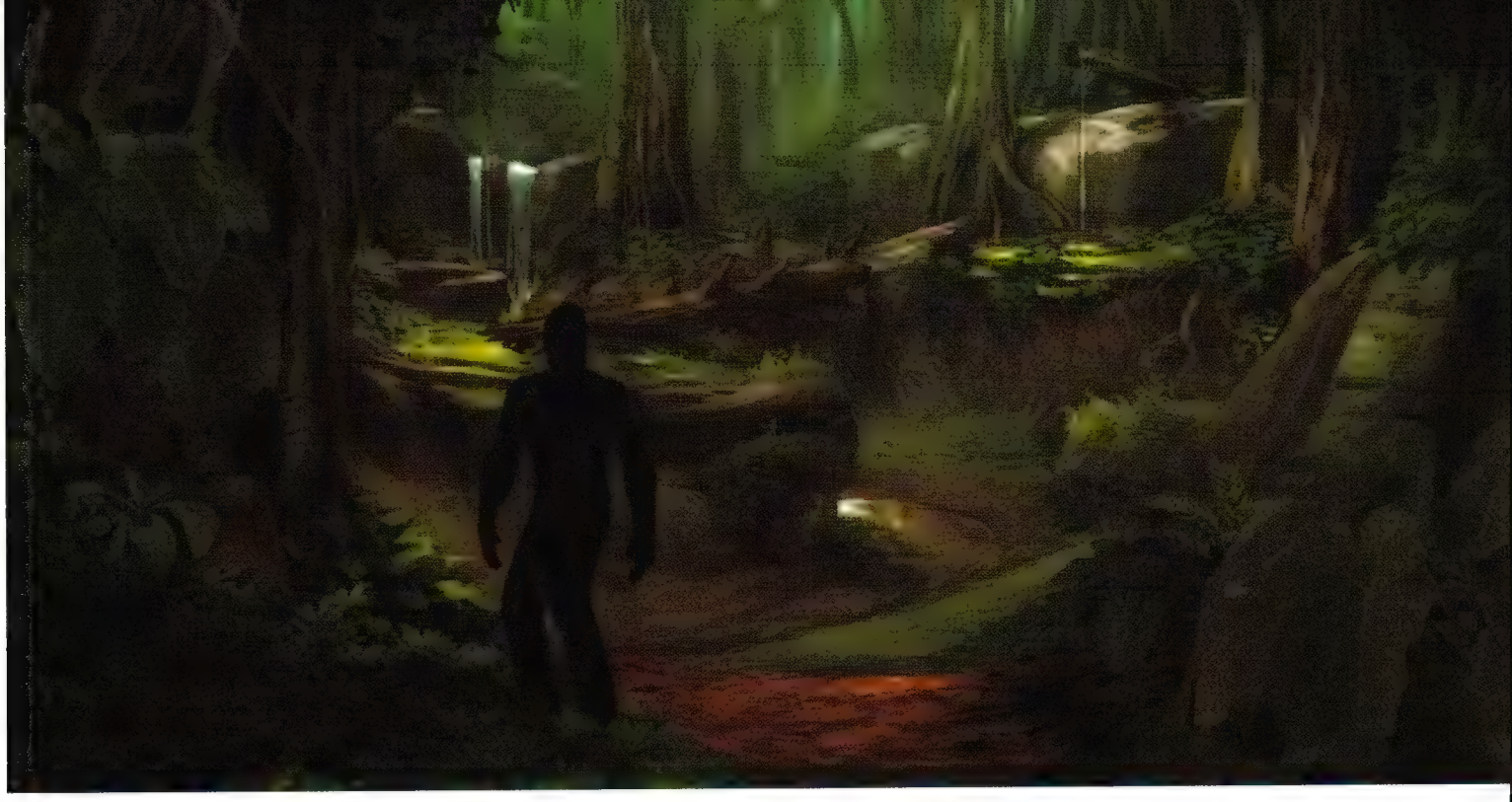
Quote?
It's not that you're good; it's more that other people aren't that great.

Secret?
My 8-year old son speaks better English than me.

Level Factoid
I'm really proud of our real-time lighting, and it stands out during the cinematics. I think that you'll be blown away by every cinematic.







AMY HENNIG

GAME DIRECTOR

What role did you play in the UDF project?
The Game Director's role is to basically keep a holistic overview of the project, from a creative standpoint – to work across all the different disciplines to make sure all the pieces are coming together. As an individual contributor, I devoted a lot of my time to the story and dialogue, and the music (working with our composer).

What was your favorite part about this project?
I think it was just watching all the pieces of the puzzle coming together at the end. Game development is such an act of faith – you often don't know, even right up to the end, if everything's going to mesh the way you think it's going to. So it's really exciting and gratifying when you start to see it take shape.

Was it difficult to start over on an entirely new IP?
Yes, it was really hard. We absolutely started from square one on this game – not only trying to establish a new IP, but writing a whole new game engine from the ground up, on new and unfamiliar hardware. So we definitely went through some growing pains. And it takes a long time to home in on a concept, when you're starting from scratch. We probably spent almost a year playing with different ideas, before we settled on the concept that eventually became *Uncharted*.

What challenges arose from changing from a fantasy-based game to a realistic one?
Well, it was a big cultural and creative shift for a company. The first challenge was even just figuring out what the challenges were going to be, in making a realistic game with believable human characters. When you're working in a more fantasy, cartoon world (like in the Jak games), you can get away with a lot more stylization and exaggeration. With *Uncharted*, we had to tackle all the challenges of simulating reality, both in the environments and the characters. All the material shaders had to be just right; the characters' movements had to seem organic and real; their gestures and faces had to convey subtle emotion. It was a monumental challenge.

What major titles have you worked on?
The *Soul Reaver* / *Legacy of Kain* series, and *Jak 3*.

What keeps you in the gaming industry?
I love the challenge of it, the way we have to throw away everything we know and keep learning our craft over again as the technology evolves. There's no resting on your laurels in this industry! One of the favorite parts of my job is also all the research that goes into it – I love to dig in and learn everything I can about the settings, the history, the architecture. I think accuracy in all those little details is important; I think it's tangible to the player when a developer has done their homework and worried over every little detail. And finally, I just love games. I mean, how cool is it to create a world, story and characters from nothing, and then transport the player into this place that you've imagined?

What would the ideal review of the game say?
I just hope that players get sucked in by the story and adventure, so that they don't want to put the controller down, and they lose all track of time. I want people to look up at the clock and realize they've been playing for eight hours, because the game has just swept them up and transported them away.

Do you have any suggestions to someone getting started in game design?
I think designers need to be generalists by nature, people with eclectic interests and talents. You've got to be a good problem-solver and holistic thinker, good at multi-tasking, and able to think both creatively and technically (usually at the same time!). Probably the most critical part of our job is communication, so an aspiring designer's got to hone their communication skills (both written and verbal). A solid education is important. Designers should be voracious learners and consumers of media.

Are you more Naughty or more Dog?
Those are my only two choices?

WHAT'S YOUR:

Favorite element of UDF?
Just the overall spirit of it, the way all the pieces work together to create a mood.

Favorite level?
Probably the Fort – I love all the nooks and crannies, how layered it is.

Favorite movie?
Bringing Up Baby. Anything with Cary Grant, really.

Favorite all-time game?
The Legend of Zelda: A Link to the Past

Favorite book?
Ulysses by James Joyce

Favorite gaming snack food?
I don't snack when I play games. I need both hands on the controller.

Current gaming obsession?
If I had the time, it would be *Orange Box* or *Ratchet & Clank Future*.

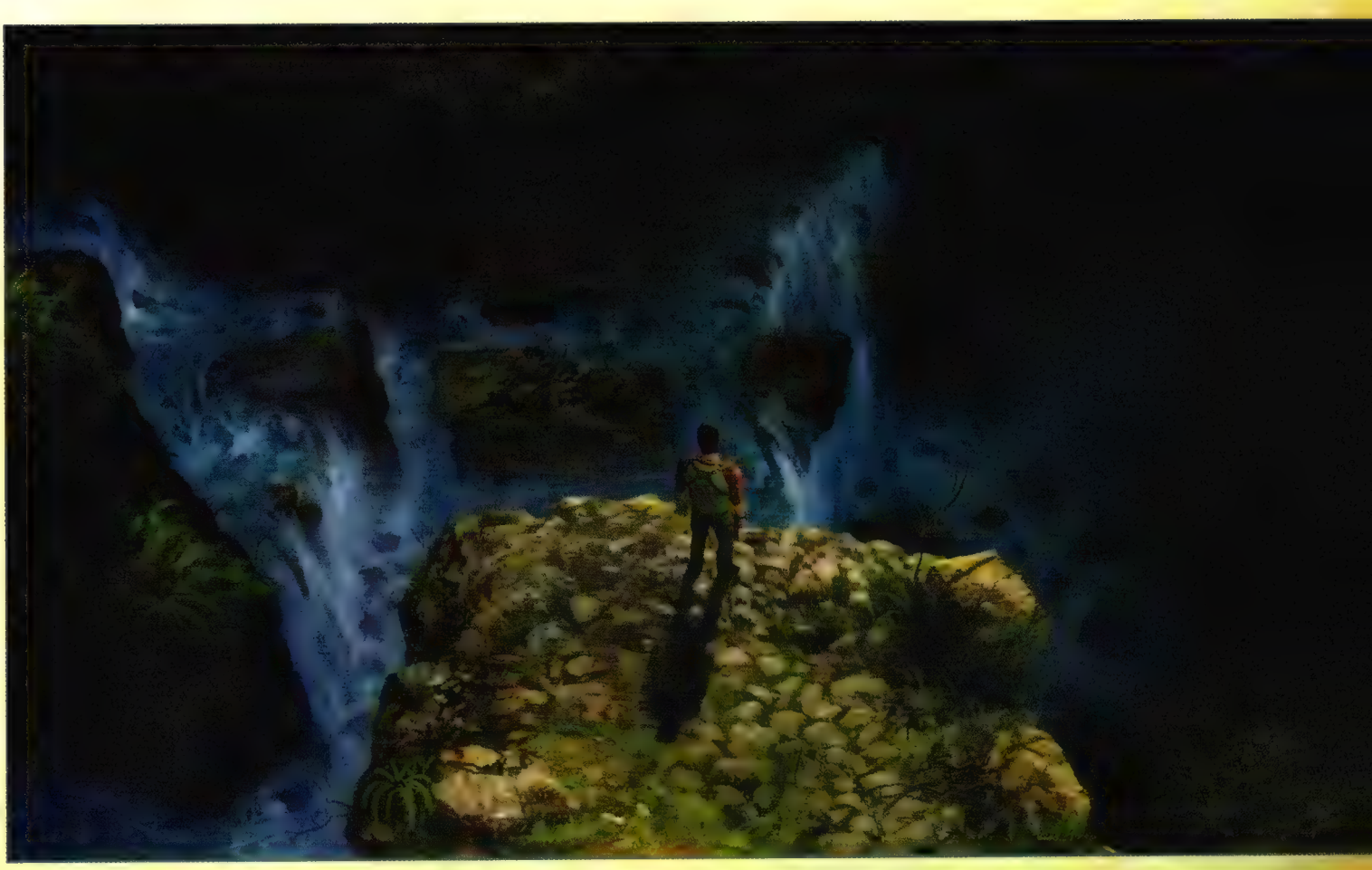
Current non-gaming obsession?
I like to watch mindless TV.

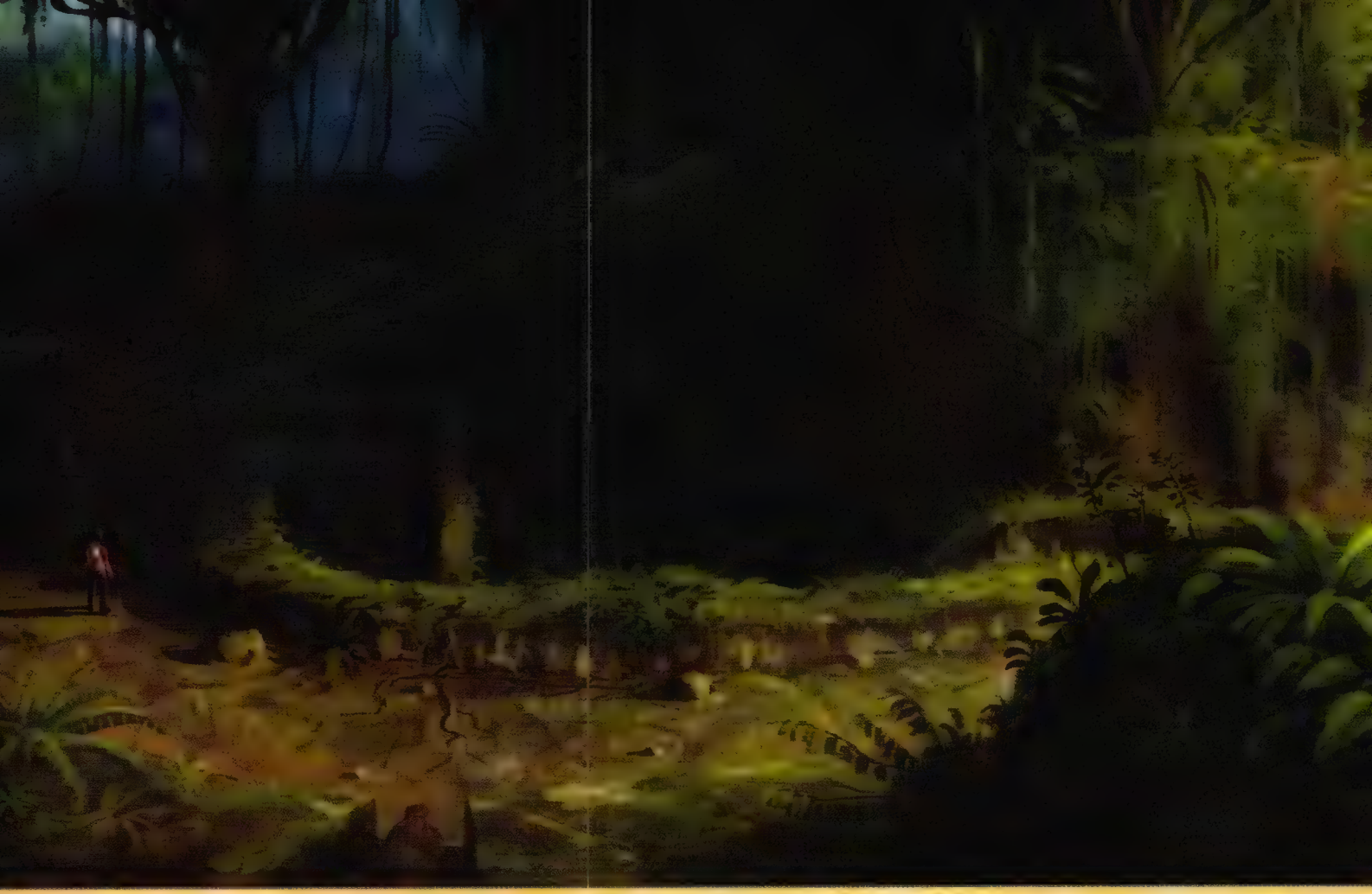
Biggest hobby?
Doing research – reading, watching movies.

Quote?
We shall not cease from exploration
And the end of all our exploring
Will be to arrive where we started
And know the place for the first time.
T.S. Eliot

Secret?
I slipped a little *Legacy of Kain* joke in the dialogue.

Level Factoid
The Treasure Vault level is modeled after the fantastical etchings of an 18th-century architect, Giovanni Piranesi.





JEREMY LAI-YATES

LEAD GAMEPLAY ANIMATOR

What role did you play in the UDF project?
I've been on this project since the beginning, so I worked on the research and development team to help create the animation tools. We knew that we were going from a sort of cartoony look to a more realistic one, and that takes a lot more work. With the power of the PS3, we knew that we would have to increase the quantity and quality. Since then, I've been working on the animations for Uncharted.

How much time have you spent researching and observing human movements?
A lot. As an animator, that becomes your life. You see out of these different coke bottle glasses and watch everybody walk and move and you pick up on those things. The nice thing about doing a realistic character is that there is so much to draw from, but everybody who plays the game also knows when you don't get it right. We took some influence from Parkour (freerunning) because they do a lot of the stuff in real life that we do in games, but we toned down the style because Nathan is more grounded in reality.

What was your favorite part about this project?
All of the animations are so different, from brawling to traversal to gunplay, and I really enjoyed each one. The brawling in particular was a lot of fun to work with because we were working with actors using motion capture. We haven't done anything with mo-cap before this project, and it was fun being on the stage and working with the actors.

Did anyone from Naughty Dog don a mo-cap suit and get in front of the camera?
No, but there are a few of us directing who were very active participants. We pretty much do all the moves with the stunt actors, and act it out. When we don't motion capture, we use ourselves as video reference to quickly sketch in our head what we want to do. So there's a lot of 'us' in these characters.

Was it difficult to start over on an entirely new IP?
Yes. It's difficult to start over on a whole new console, whole new IP, and whole new engine at the same time. Everything about this game started from scratch. We didn't use any tools or lines of code from past projects. It was very hard, like moving a mountain. Now that it's over, I feel like we can do anything and we're very excited to figure out what we're doing next.

What major titles have you worked on?
Jak II and *Jak 3*, before Naughty Dog I did animations for shorts and film effects. I worked on *Scary Movie* and *Imposter*.

What keeps you in the gaming industry?
I really like the industry. It feels like we're an independent film house making effects movies where everything is contained within these doors. We don't have a lot of suits, sponsors, and money people telling us what to do. In the film industry, there are so many outside influences that the artists and people actually making the films are puppets. We have such an open environment here that everyone has a say, and the synergy that exists here is rarely seen outside this industry. I don't think I'd ever be able to go back to film.

What's the best thing about UDF?
The animation, hehe, but I'm definitely biased. As a gamer, it takes a lot of what I like about different games and blends them together. For example, the game is like a shooter, but you can traverse the terrain in ways that no other shooter has, and the melee systems is way more in-depth than most shooters.

What would the ideal review of the game say?
We've pushed the envelope in every area, so to have people appreciate what we've done would be great. There are a lot of nuances that people will feel more than they'll see, that took a lot of work to get in. But no matter how pretty it is, we want people to have fun. We hope that the in-depth characters will ensure that they don't have a mindless gaming experience, which is one of the problems we currently have in the industry. We want to break away from the 'kill everything that moves' type of game.

Are you more Naughty or more Dog?
I'm not really naughty, so I guess I'm more dog.

WHAT'S YOUR:

Favorite element of UDF?
The brawling and the sound

Favorite level?
Fort and Monastery

Favorite movie?
The Matrix and *Memento*

Favorite all-time game?
Ico and *Shadow of the Colossus*

Favorite book?
The Bible

Favorite gaming snack food?
I don't snack when I game so I can keep my hands clean.

Current gaming obsession?
Resident Evil 4 (PS2)

Current non-gaming obsession?
My daughter

Biggest hobby?
Photography

Quote?
Life is a game, play it.

Secret?
We bribe Pogo with treats to hang out with us more than others.

Level Factoid
I was really impressed when I saw how the Cistern in the Fort level turned out. You're fighting underground in this open, brick area that has a foot deep of water, and seeing all the particles and water splashing as well as Nathan getting wet adds a heightened sense of fun.

RICHARD LEMARCHAND

LEAD GAME DESIGNER

What role did you play in the UDF project?
Working right across the team, but particularly with our great game designers, I helped to keep the game design and production effort on track. I also worked on lots of different parts of the design and implementation as the project progressed. I love getting into the tools and making things come to life.

Have you used suggestion from testers?
Very often – our terrific QA (Quality Assurance) department can always immediately tell us what the biggest problems with the game are, and have a wealth of ideas for making the game more fun. We also work with groups of play testers from the public whose input is essential when we're tuning the challenge and difficulty of the game.

What was your favorite part about this project?
I loved how everyone pulled together to make something really special – every part of *Uncharted* has had a ton of love poured into it. It's great seeing a group of such talented people working as a team, and both the gameplay and the story came together beautifully.

Was it difficult to start over on an entirely new IP?
It was a big challenge – a blank sheet of paper is always intimidating! But the stuff we used for inspiration – classic action movies and pulp fiction – soon seized our imaginations, and we were off and running.

What challenges arose from changing from a fantasy-based game to a realistic one?
You have to work a lot harder to come up with solutions to design problems when a game is set in the real world – you can't just make characters fly away or throw up a force field. But forcing yourself to think in new ways ultimately makes your design stronger.

What major titles have you worked on?
Gex, *Gex 2*, the *Soul Reaver* series, *Jak 3* & *Jak X*

What keeps you in the gaming industry?
I think it's what the universe meant for me to do! I'd wanted to work in entertainment since I was a little kid, and I was always into technology. Video games have the potential to incorporate every other type of literature, and are just the beginning for whole new forms of human self-expression.

What would the ideal review of the game say?
Three words: I loved it. Seeing someone wrapped up in the game and having an experience that they couldn't have anywhere else makes all the hard work worthwhile.

Do you have any suggestions to someone getting started in game design?
It's important to study hard in school and learn as much as you can about everything – inspiration comes from both knowledge and personal experience. You have to be able to play well with others, too – making games is a very collaborative effort.

Are you more Naughty or more Dog?
Not too much of either, but a little bit of both!

WHAT'S YOUR:

Favorite element of UDF?
The blend of gameplay and story

Favorite level?
A tie between the Jungle and the Customs House

Favorite movie?
Time Bandits

Favorite all-time game?
Zelda: A Link to the Past

Favorite book?
Ghostwritten by David Mitchell

Favorite gaming snack food?
Fruit juice sodas

Current gaming obsession?
The Orange Box

Current non-gaming obsession?
Interactive art

Biggest hobby?
Movies and reading

Quote?
Daring ideas are like chessmen moved forward. They may be beaten, but they may start a winning game.
Goethe

Secret?
There's a little something hidden in *Uncharted* for fans of *Jak and Daxter*

Level Factoid
I got to do a lot of work with the talented artists behind the Flooded City and the Monastery. They're both beautiful levels with a huge amount of gameplay.

TRAVIS MCINTOSH

LEAD GAMEPLAY PROGRAMMER

What role did you play in the UDF project?
My primary focus was on player camera, controls, and how they interact. How the player moves, how gunplay works, anything to do with how the game played. I didn't focus on the looks much, but I did work closely with the animators.

What type of new gameplay elements can people expect?
One of the biggest things that we did that hasn't been done before is combining traversal mechanics and platforming rwith gunplay. In other games, you're either a shooter or a platformer or you're collecting stuff. In our game, you can climb up onto a ledge, peek over, and shoot guys from the ledge. We have a lot of traversal mechanics that mesh really well with a deep gunplay combat system that also offers cover. You get everything you expect from a good shooter combined with everything you expect from a platformer.

What was your favorite part about this project?
I really like playing the game, even after doing so for a year and a half. I also enjoy the back-and-forth you get from sharing ideas with everyone else in the company and figuring out how to solve problems.

Was it difficult to start over on an entirely new IP?
Yes, very difficult. From a code perspective, we didn't copy a single line of code from past projects. Everything was written from scratch. We not only switched platforms, but we used to write in a different (computer) language. It was difficult and challenging, but also a lot of fun. It was nice to start over from nothing where everything was brand new.

What was your overall philosophy in creating the game?
When it comes to making games, and especially programming, the key is flexibility: the ability to rewrite and redesign things constantly. I have to be able to write something very quickly so we can play it, because you never know if something is fun until you play it. I've rewritten some aspects one to two hundred times. Sometimes up to four or five times a day.

What major titles have you worked on?
At THQ I worked on two *Spongebob Squarepants* games, and *The Incredibles*. Here I worked on *Jak X* and now *Uncharted*.

What keeps you in the gaming industry?
I love games so much. When I have free time I spend it playing games, and my wife finds that a little frustrating. I love programming, but programmers in most other industries don't have much of a creative outlet. In this industry, we have a lot.

What's the best thing about UDF?
The way we were able to integrate fun gameplay with a cool narrative that makes you feel like you're in the game, that you're part of the story. One of my favorite parts of any game is how the story brings you into the game. I feel that this is the best story that Naughty Dog has ever created.

What would the ideal review of the game say?
It's a game that is unique, breaks new ground, and is fun to play.

Are you more Naughty or more Dog?
More dog.

WHAT'S YOUR:

Favorite element of UDF?
The gunplay

Favorite level?
River

Favorite movie?
Blade Runner, the Director's Cut

Favorite all-time game?
The Legend of Zelda: Ocarina of Time

Favorite book?
Grapes of Wrath by John Steinbeck

Favorite gaming snack food?
None, I'm a meal kind of guy

Current gaming obsession?
Touch Detective 2 ½

Current non-gaming obsession?
Raquetball

Biggest hobby?
Reading

Quote?
Can't think of one

Secret?
My first week on the job, Pogo 'released' a present on my desk.

Level Factoid
The Jungle Waterfall area was impressive even before it had textures. The final version turned out to be even better.

CONNER MORLANG

QUALITY ASSURANCE MANAGER

What role did you play in the UDF project?
I started out testing the game when there were only two levels to play, so I got pretty good at those. From then on, we just kept adding more and more levels and testing staff until we reached thirteen people in our local department. Sony studios in Foster City has around 30 testers for *Uncharted*.

Are you in charge of them as well?
No, they have their own testing system there that's pretty well established. I used to work with them though, so I'm familiar with their system. We import their bugs, and duplicate the crashes on our dev kits (they only use debug units) so we can get more information.

What was your favorite part about this project?
The engrossing story. The fact that the main character thinks he is a descendant of Sir Francis Drake and how that progresses through the story. It's a very cinematic, movie-like story where it takes it's time to get to the 'meat' of the story.

Was it difficult to start over on an entirely new IP?
That question is better geared towards people who have worked on this project from the beginning. I think that learning how to work with the PS3 and take advantage of its power was more of a hurdle than creating a new IP.

What major titles have you worked on?
Final Fantasy VII, *Legend of Dragoon*, and the *Syphon Filter* series. *Uncharted* is the first title that I have worked on for Naughty Dog.

What keeps you in the gaming industry?
It's really fun to work with people that have my hobby. I've worked inside and outside the industry, and its unmatched coolness to work with something you love. I go home and play games, then come to work and play games...err...work on games, haha.

What's the best thing about UDF?
I love the story. When I try to explain that to my non-gaming friends, they can latch onto it. If I say, "oh it has great cover mechanics and shooting," that doesn't grab onto anyone. I think our hook is that it's a more relatable story than the indestructible hero, so I think it will appeal to a wider audience.

Do you ever take the game home to play it for fun?
Well, lately, I'm never home. I know that some members of the team take a copy with them over the weekends or when they go on vacation. Any game that I've tested, I want some time off to gain perspective. When you've been playing the same game for two years, you lose all perspective. When they were doing difficulty run-throughs, we owned it and they thought that maybe it was too easy. We had to say "no, we've been playing it for two years now; maybe you should ask the focus group."

Did you have any actual ideas that were implemented into the game?
There are several. Our department thought of the idea to be able to switch shoulders with the aim camera using the L3 button. Before that, shooting around one side of cover was great, but Nathan was totally exposed when shooting from the other side. I love how you can now do the same thing from either side.

What would the ideal review of the game say?
If they don't talk about how beautiful the water is, I'll be surprised. They have to mention the water and the environments, and of course, the story. I'm curious to see what they have to say about the gameplay aspects, you know, the fighting. Some members of the press were hard on us in earlier versions, and we responded to that. so hopefully they like how we responded.

Are you more Naughty or more Dog?
More dog because I always clean my plate.

WHAT'S YOUR:

Favorite element of UDF?
The story and the water

Favorite level?
The Jungle area with all the spike traps.

Favorite movie?
Fargo

Favorite all-time game?
Diablo 2

Favorite book?
Eyes of the Dragon
by Stephen King

Favorite gaming snack food?
Spinach with balsamic vinaigrette

Current gaming obsession?
World of Warcraft

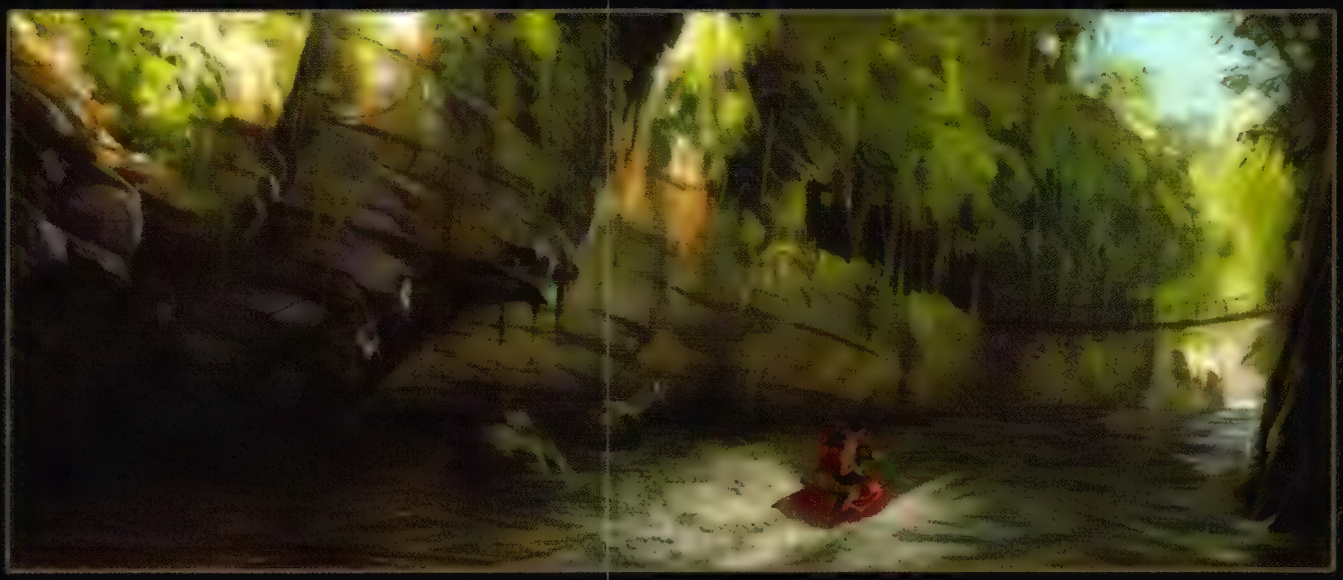
Current non-gaming obsession?
I'm getting married in November, so that's always on my mind.

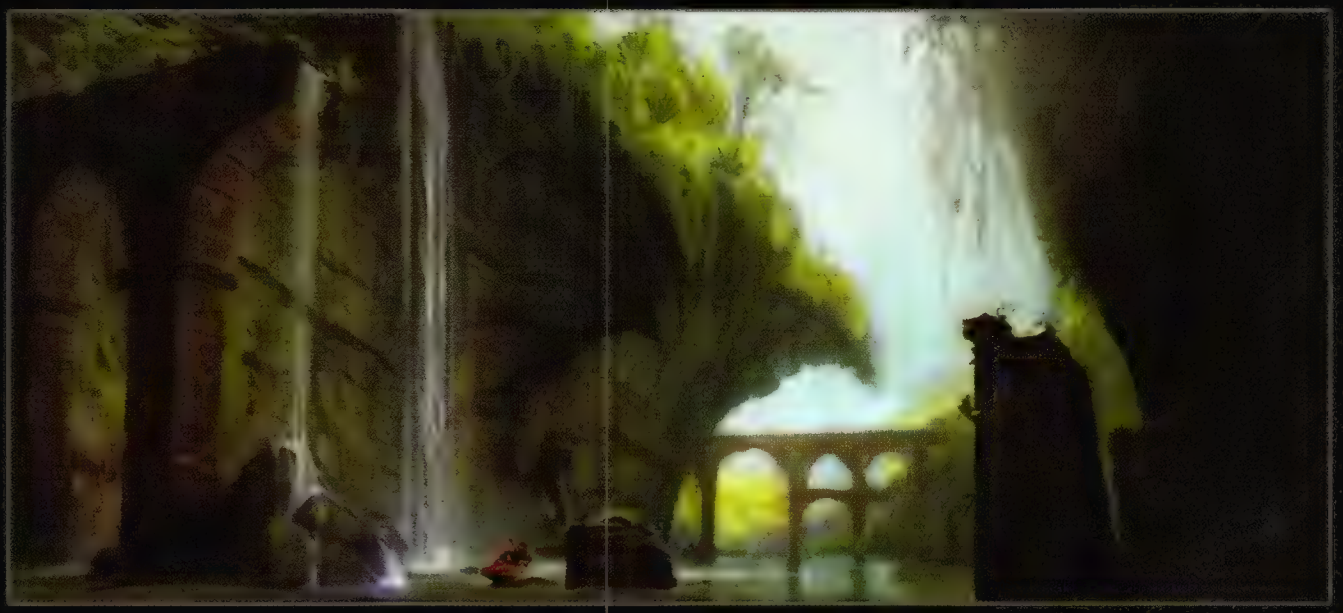
Biggest hobby?
Hiking, I do that at least twice a week.

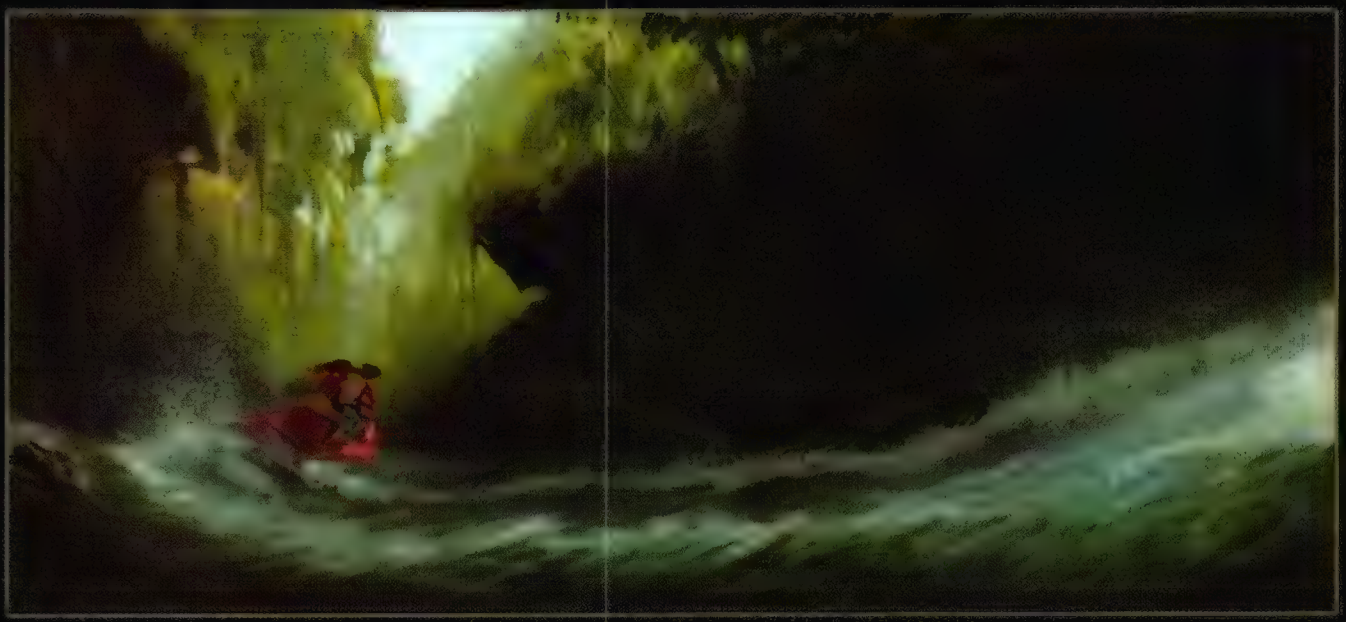
Quote?
Never tell the same lie twice.

Secret?
There are some hidden aspects in the game that foreshadow things to come. Wooden idols and trinkets that warn people to stay away. These don't impact the game much, they're more like Easter eggs.

Level Factoid:
The Jungle traps area is a great place to earn medals. You can start with a lot of ammo, fight the enemy, restart the checkpoint, and fight them again. You can earn the *Hangman* and *Grenade Hangman* medals, *Headshot* and *Stealth Attacker* medals, and the grenade launcher lets you earn the *Dyno-Might!* medal.







JOSH SCHERR

LEAD CINEMATICS ANIMATOR

What role did you play in the UDF project?
Initially I helped develop the pipeline and tools we used to create our cinematics, plus did animation tests to establish the look we wanted. During production, I helped plan and coordinate the motion capture, supervised the animators, and directed the camera work.

What was it like working with the actors on the motion capture stage?
It was a fun, collaborative experience, but one that required a lot of planning. The actors recorded the dialogue simultaneously with the mocap, and we sometimes encouraged them to ad-lib to make the dialogue sound more natural. This helped capture the chemistry between the actors and provided the sort of spontaneity that you can't get when you record everyone separately in a sound booth.

What was your favorite part about this project?
My favorite part, and also the most challenging part, is that it represented a completely new direction for us. We were moving away from stylized characters into doing much more realistic characters. It was a real change for everyone involved, one that took some getting used to.

Was it difficult to start over on an entirely new IP?
Yes and no. On the one hand, after working on *Jak* for five years, I was ready for something different. On the other hand, doing realistic animation is much more challenging and time consuming, even with our talented crew. With cartoony characters, we can stylize their movements, but with realistic humans, people notice right away if something's wrong.

How much animation is mocap, and how much is hand animated?
Most of the cinematics animation started as mocap, but we do extensive keyframe animation to clean it up and enhance it. Mocap is great for picking up subtleties in human motion, but tends to soften the broader actions, and that's when our animator's skill comes into play. Also, our actors can't *really* punch each other on set, so that has to be keyframed as well. All the faces in the cinematics are animated by hand.

What major titles have you worked on?
I worked on all four *Jak* titles. Before that, I worked in feature film and commercial animation, including the Disney *Dinosaur* film and a really early incarnation of *Shrek* that never saw the light of day.

What keeps you in the gaming industry?
For one thing, I'm an avid gamer. I played *Space Invaders* when I was six and never looked back. Also, Naughty Dog is a large-ish company with a small company feel. Everyone has a say in the creative process, and we all add our own personal touches to the games. Games are also a very young medium compared to books and film, and watching them evolve from both a technical and artistic standpoint is fascinating to me.

How did you go from being an English major to an animator?
It makes more sense than you might think because they both concern storytelling. It's just that rather than doing it with words, I'm doing it with animation. When I graduated, job offers for English majors weren't exactly pouring in, but I heard about a new animation graduate program at USC's Cinema school. Animation was always a hobby of mine, so I applied and got accepted. Good timing!

What's the best thing about UDF?
I think it does a really great job evoking the feel of all those classic pulp serials, like *Raiders of the Lost Ark*. You've got an ordinary guy who's not a superhero by any means – but he's good with a gun – and he gets caught up in an extraordinary situation. It's just a fun, unpretentious ride.

Are you more Naughty or more Dog?
I was born in the Chinese year of the Dog, so…dog.

WHAT'S YOUR:

Favorite Element of UDF?
The overall look of the game – it's gorgeous.

Favorite level?
Jungle and Monastery

Favorite movie?
Dr. Strangelove, *Raiders of the Lost Ark*, *Star Wars*, and *Blade Runner*.

Favorite all-time game?
Shadow of the Colossus, *Half-Life 2*, *The Secret of Monkey Island*, and the Apple II era *Prince of Persia*.

Favorite book?
Anything by Kurt Vonnegut, Haruki Murakami, or David Mitchell.

Favorite gaming snack food?
I don't eat while playing. Food-encrusted controllers are nasty.

Current gaming obsession?
Loving *The Orange Box* right now. Also playing indie games like *flOw*, *Cave Story*, *Everyday Shooter*, *Warning Forever*, and *Knytt Stories*.

Current non-gaming obsession?
My wife and my dog.

Biggest hobby?
Reading, movies, being outdoors.

Secret?
Pogo (our mascot) has mind control powers. Now if you'll excuse me, she wants me to take her for a walk.

Level Factoid
The scene with the plane crash was one of the first scenes we started and one of the last scenes we finished.

BRUCE STRALEY

CO-ART DIRECTOR

What role did you play in the UDF project?
I'm kind of a Technical Art Director really. I worked with the concept guys on visualization, but also worked very closely with the rendering programmers to achieve that concepted look in game. We then came up with the tools the art staff was going to use, and it was my job to help them understand how to use them to meet our technical & aesthetic goals.

So you had a hand in creating the actual engine?
Not really. I mainly worked with the tools pipeline & the art look.

What influences did you use for the art direction?
Films from Disney, Pixar, and Studio Ghibli were important. The palettes defined by the character arc were really interesting to us, and Hayao Miyazaki's ability to create realistic, but art driven environments was very inspiring. Plus lots and lots of photo references of plants, trees, and overgrown structures. Anything dilapidated was fair game.

What was your favorite part about this project?
Finishing it. Ha ha haa! No seriously, watching the game evolve into something great. It took a lot of collaboration, iteration, and focused drive from a lot of people who wanted to make this game something special. I was constantly surprised by some new piece of art or gameplay someone added on their own accord.

Was it difficult to start over on an entirely new IP?
Yeah, really hard. We had to ask ourselves, "What was our look?" "How do we achieve that look?" and "How do we achieve this IN FRAMERATE?!" We had tasked ourselves with the goal of "realism," and added this little unknown thing called "next gen" technology. We were a mess!! Hardly anyone on the art staff even knew what a normal map was, and here we were trying to make something look good using them?! We were very comfortable with our cartoony roots. Working up a stylization that grounds the game in a reality, using crazy new tech was a real challenge for us.

Did the challenge help to drive or motivate you?
Yeah. We wanted people to look at Naughty Dog as a real contender & even as a trendsetter in the next gen art pantheon. One of the big challenges for us was figuring out, "how does Naughty Dog put its mark on reality?" We're not going to just take a photo, hand it to the production staff, and say "here, make this." We still want that artistic touch on everything. We've got a reputation in this industry for producing great looking games, and Uncharted couldn't be the exception.

Where do you see art in gaming heading in the future?
I'd like to see more of a connection between the art & the joystick. Like when you're in the River level, the water moves faster over a rock than where the river widens. You have to fight against the water flow more when it's moving faster, and we have to tell the player with a visual language "over here, it's faster." Also, more of a conversation between the art, the gameplay, as well as the story seems like a logical step. We've only scratched the surface of trying to set palettes based on Nathan Drake's story arc. Subtly changing palettes & lighting based on the intensity of gameplay, or low/high points in story I think are great additions to the next gen art look.

What major titles have you worked on?
I've been in the industry since 1991, so I've worked on a lot of titles. The bigger ones would be *X-men* for the Sega Genesis, *Gex2* for the PS1, and I've been at Naughty Dog since *CTR*, so I helped out on the entire *Jak* series.

What keeps you in the gaming industry?
It pays the bills man! Ha haa. Really though, it's a pretty satisfying industry to work in for the creative, technical, geek in me. There is a defined limitation in the hardware, and very smart programmers do their best to expose every cycle possible to us artists so we can make stuff look cool & play cool. That very nature of having to create something you've imagined within a very limited space is a very fun challenge. And here at Naughty Dog there isn't a huge hierarchy. Sure, not every idea can get into the game, but at least here everyone's ideas are heard. If we didn't have the freedom that allows inspired people to create things without going up a chain, we couldn't have made Uncharted as good as it is.

What's the best thing about UDF?
Well, it may sound cliché, but from start to finish, you are on an epic adventure. You join the ride with Nathan, Elena, and Sullivan in getting to the bottom of what started out as an innocent mystery, that turns into something much more. So with the palettes and shapes of the environments, we tried to key in on the moods of the hero and the storyline. When you're in the Amazon at the beginning of the game, the shapes are round and soft and simple, the lighting is warm and inviting. Then your plane crashes into an Uncharted island, and the shapes get a little more crooked, rocks are cracked, and the color palette turns into a misty blue, windy, and mysterious environment. I think that's pretty new for games.

What would the ideal review of the game say?
Well, the obvious answer is "Best game of 2007!" But I hope that if the average consumer were to review it, they would say "it's an aesthetic powerhouse with riveting gameplay." It's not about sitting behind cover and picking off the enemy, but more about moving around and using the environment during combat.

Are you more Naughty or more Dog?
That's a stupid question. ☺

WHAT'S YOUR:

Favorite element of UDF?
The head bobs the enemies do when you miss a headshot.

Favorite level?
Customs House

Favorite movie?
Any Wes Anderson film

Favorite all-time game?
Yoshi's Island

Favorite book?
Treasure Island by Robert Louis Stevenson

Did you get a lot of influence from Treasure Island?
Yes, it inspired me to make production an adventure.

Favorite gaming snack food?
Tapioca pudding and orange juice

Current gaming obsession?
Super Mario Strikers on GameCube

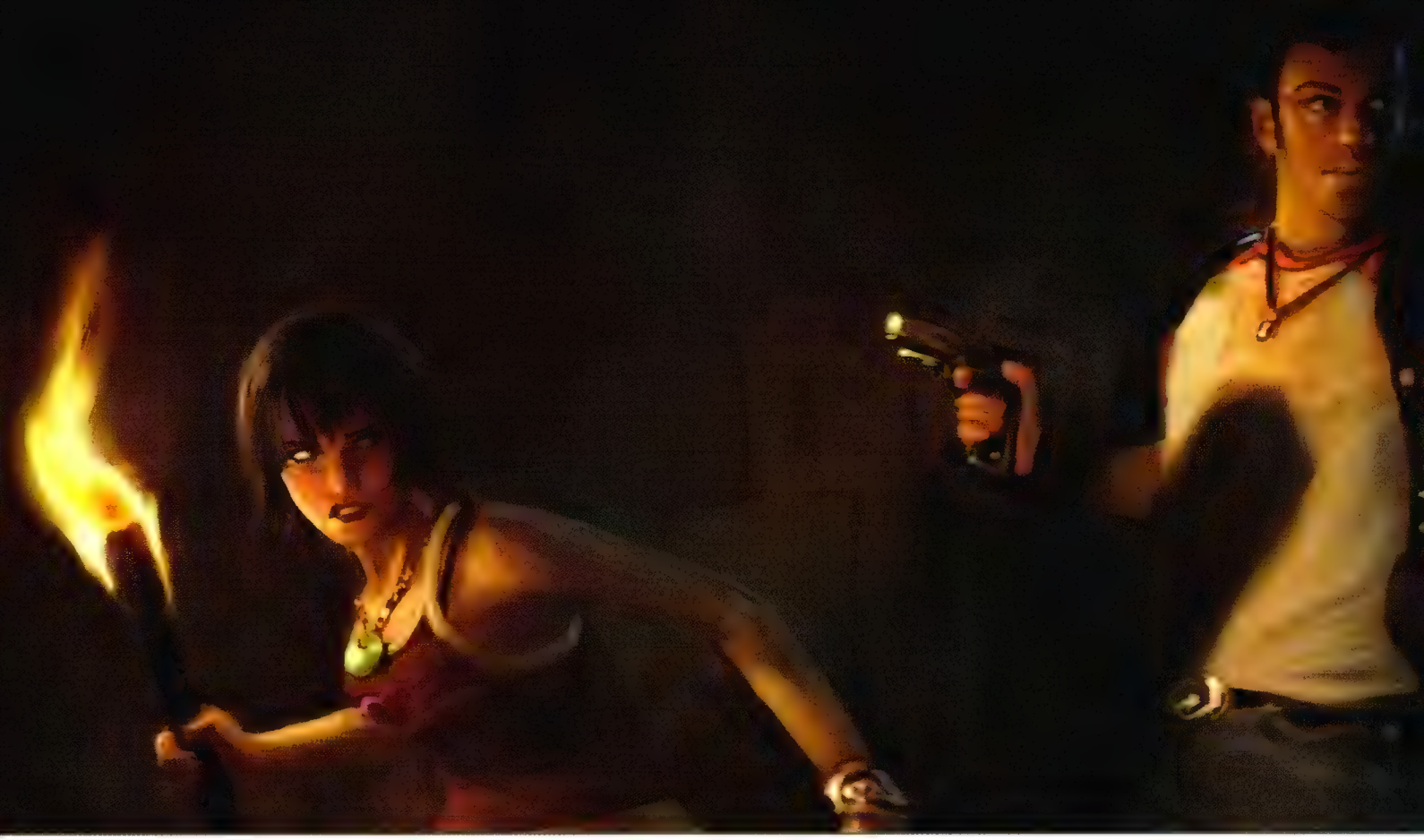
Current non-gaming obsession?
Girls

Biggest hobby?
Ping Pong

Quote?
Give Satan an inch and he'll become your ruler.

Secret?
There's a fart machine hidden in the rafters above our desks waiting to be used.

Level Factoid:
We chose to create thin, vertical trees for the 4x4 Chase level to help emphasize speed. Larger objects wouldn't give you the "strobe" effect of things whooshing by the camera.



BRUCE SWANSON

AUDIO LEAD

What role did you play in the UDF project?
I was responsible for supervising sound creation for UDF. This involved setting the creative and technical agendas for the sound team and coordinating various aspects of sound design, music, and post production.

What was your favorite part about this project?
I guess my favorite moment was when enough of the cool stuff rattling around in Amy's head got in the game, and I realized just how great *Uncharted* was going to be.

Was it difficult to start over on an entirely new IP?
Yes and no. The difficult part is reinventing the wheel; creating a sound engine for the PS3 and coming up with the "how are we gonna do that?" solutions… But it's also really inspiring and fun to do new stuff.

Do you find it difficult to create sound for a game that's based on reality?
It's a lot different than the kind of design we did on previous Naughty Dog games. Most objects in the *Jak* universe don't exist in the real world, so you're free to decide for yourself what an *anti-grav gun* or a *leaper* sounds like. With UDF, a lot more attention was paid to detail and "realism".

Did you capture real-world sound effects using a microphone?
We did some vehicle and field recording, and of course, got a lot of mileage out of clever editing, processing, and scripting of sounds from commercial libraries. It was a mixed bag to get us where we needed to go.

What major titles have you worked on?
I contributed to *Jak and Daxter* from Warner Bros, then joined Naughty Dog for *Jak II* through *Jak X*. Before ND I worked in post production on lots of film and TV, including sound editorial for *The Sopranos* and *Buffy the Vampire Slayer*.

What keeps you in the gaming industry?
The glamour. Seriously, I think it's the fun of creating audio for a dynamic, interactive, medium. In games, sound can be a living thing with behavior. It's a unique creative challenge.

How important is audio in a game and where is it headed?
First, I recommend that everyone put in their favorite movie, turn the sound off, and see how long they want to watch it. Audio is only going to expand its role and grow in games. Similar to how audio works in film, it can not only support what's going on contextually or emotionally, it also can be used as an additional channel of information.

What's the best thing about UDF?
The sound of course ;-)

What would the ideal review of the game say?
Uncharted fires on all cylinders! The gameplay totally satisfies, the presentation is awesome, and the character is interesting and believable.

Are you more Naughty or more Dog?
Those are hand in paw. I'm equally both.

WHAT'S YOUR:

Favorite element of UDF?
The gunplay and cover system

Favorite level?
Jungle Ruins

Favorite movie?
Sorcerer

Favorite all-time game?
Diablo 2

Favorite book?
One Hundred Years of Solitude by Gabriel Garcia Marquez

Favorite gaming snack food?
Chips (and beer)

Current gaming obsession?
Uncharted: Drake's Fortune

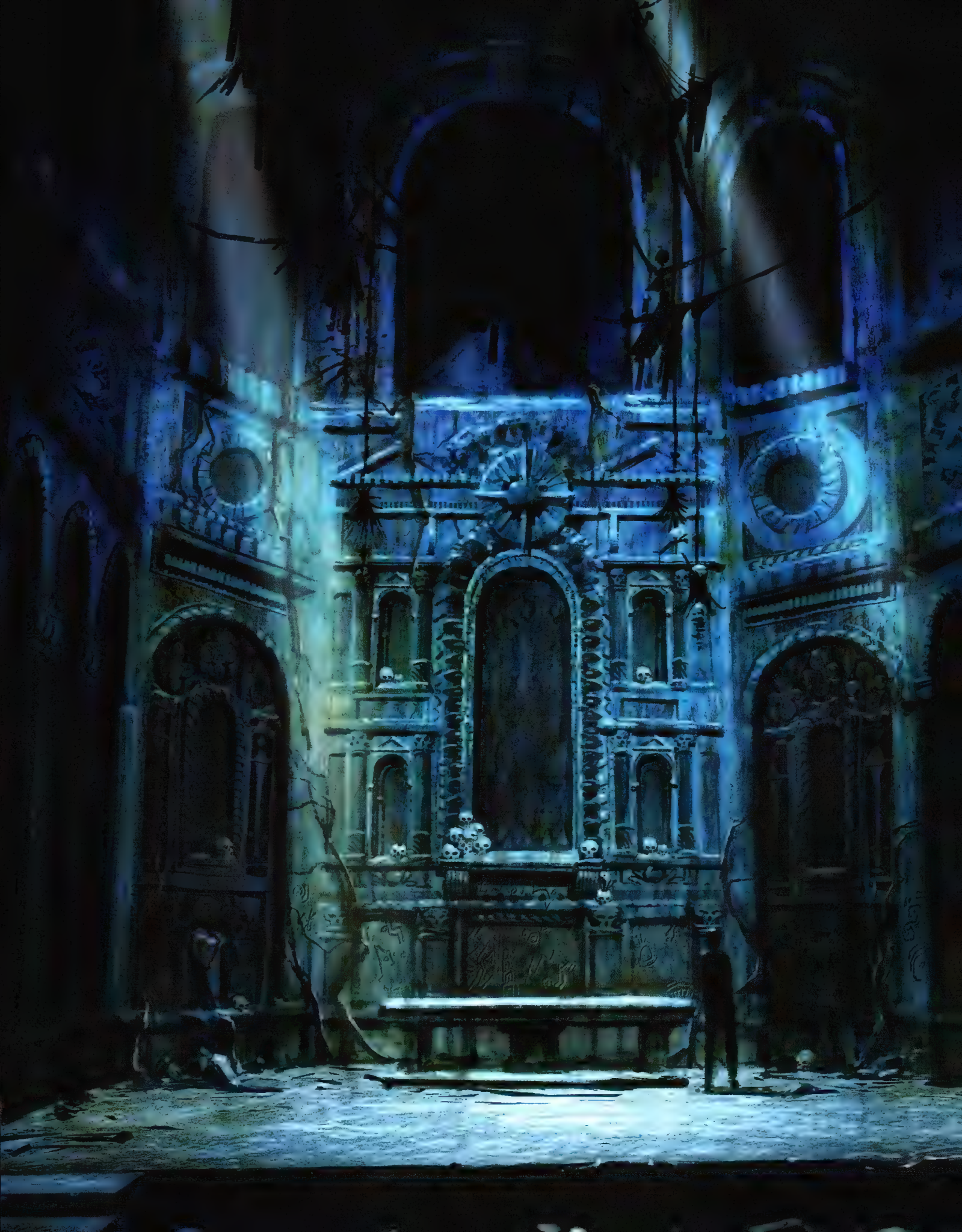
Current non-gaming obsession?
Spending time with my incredible kid

Biggest hobby?
Playing guitar and composing

Quote?
"A computer once beat me at chess, but it was no match for me at kick boxing"

Secret?
None that I can reveal without getting my ass kicked

Level Factoid
Dive Boat is loud.



EVAN WELLS

CO-PRESIDENT

What role did you play in the UDF project?

I worked with the design department through every aspect of the game purely as an extra to make sure things were getting done and we were meeting schedules and deadlines. I did some scripting because I wanted to get my hands dirty, know the engine and know what's going on so I can make informed decisions.

What is your background?

Computer science, I have a degree from Stanford. When I found out I wasn't that great a programmer, I started focusing more on the game design side of things. My first job was in game design.

What was your favorite part about this project?

The whole totality of the experience. You get in there and the characters are really interesting, the story engrosses you, and the gameplay is a lot of fun. We have combined elements from a lot of different games. We have platforming, hand-to-hand combat, deep gunplay, and I love the seamless transitions. You can go from jumping across a gap, then grab an edge, pull up out of cover to shoot a guy, then climb up and pitch a guy off with a giant haymaker.

Was it difficult to start over on an entirely new IP?

Yeah, to be honest it was. The easy route would be to continue *Jak and Daxter* and go with something we already know how to do. But you end up with something more interesting if you challenge yourself. We wanted to do something that would really take advantage of the PS3 hardware, and we thought that doing something in a more realistic world would accomplish that.

With your programming background, do you feel that it is challenging to take advantage of the PS3 hardware?

I don't think it's the PS3 in particular, I think next generation games in general are much more complicated. The leap from the PS2 to PS3 was much larger than PS1 to PS2. The amount of work that goes into modern games is staggering.

What major titles have you worked on?
ToeJam and Earl, *Gex*, *Gex 2*, *Crash Bandicoot 3*, *Crash Team Racing*, and all the *Jak & Daxter* titles.

What keeps you in the gaming industry?
It's the people. The team here at Naughty Dog pushes each other to do things you never thought of. Making games is such a team effort, and everybody brought a lot of knowledge as well as their specialties. I'm very impressed and honored to be working with the people here.

What do you say to people who label Uncharted: Drake's Fortune as a Tomb Raider clone?
We have been getting a lot of that since we unveiled the game. I think it's because there are so few games that tap into the pulp adventure genre where you're exploring as well as shooting and fighting. People immediately want to call it, like, Dude Raider, but I really don't think they could be much more different. Nathan Drake is nothing like Lara Croft. He is much more an everyman who occasionally stumbles or falls over when he lands from long drops while Lara Croft is doing somersaults and handstands and always sticks the landing.

What's the best thing about UDF?
The immersion that you feel. I brought the game home to test it over the weekend, and my wife and her girlfriend were watching me play. They became engrossed and really wanted to see the story, it's like they were watching a movie. It's as fun to watch as it is to play.

What would the ideal review of the game say?
I'd be really happy if people just, sort of, got what we are doing. We're not trying to make a cookie-cutter third-person shooter that hits the bullet points. We're trying to make a deep, immersive experience where you're really interested in seeing how the rest of the adventure plays out.

WHAT'S YOUR:

Favorite element of UDF?
The clever ways that the enemies react to Drake.

Favorite level?
Monastery

Favorite movie?
Die Hard

Favorite book?
The Count of Monte Cristo by Alexandre Dumas

Favorite gaming snack food?
Mochi and other Japanese snacks

Current gaming obsession?
Wii Sports

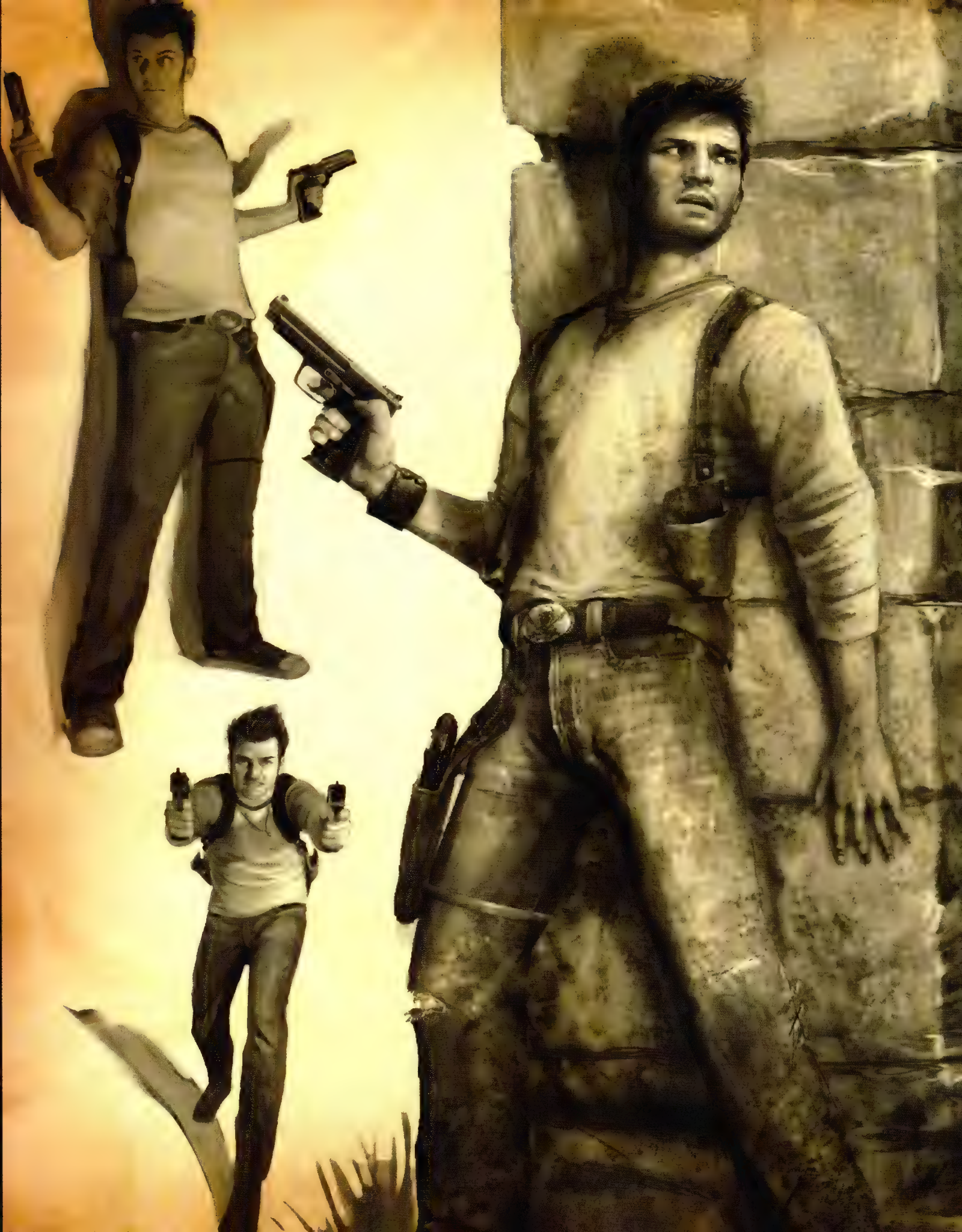
Current non-gaming obsession?
My son

Biggest hobby?
Remodeling my house

Quote?
A lot of people aspire to make video games, but don't realize how hard it is.

Secret?
The game has a mirror mode where you can flip the screen horizontally so the whole game is reversed.

Level Factoid
For the final encounter, we pulled out all the stops on the effects and it's a great climax to the story.



UNCHARTED
DRAKE'S FORTUNE

OFFICIAL STRATEGY GUIDE

WRITTEN BY OFF BASE PRODUCTIONS

Written by Greg Off, Stacy Dale, Dan Noel, Wes Nihei, Alicia Ashby, & Jeb Haught of Off Base Productions

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NAUGHTY DOG

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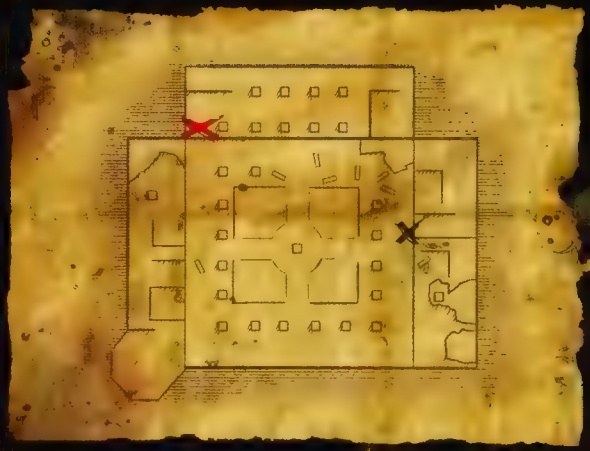
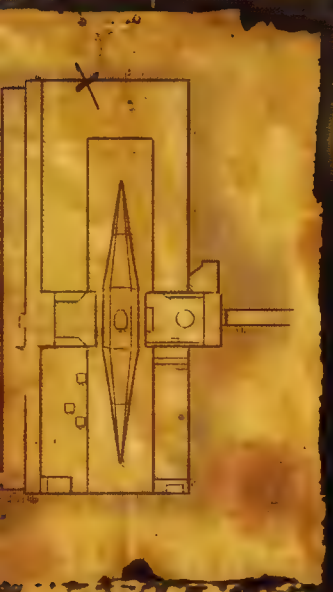
SPOILER ALERT! SPOILER ALERT!
Hidden Treasure Gossip

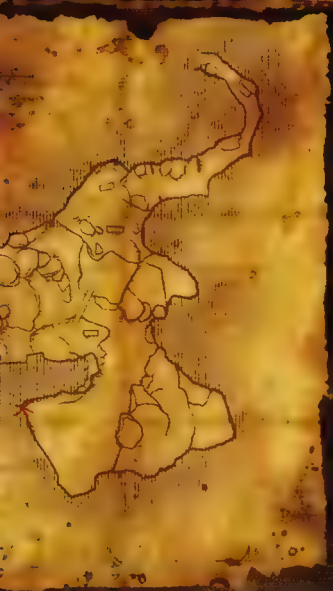
Some say that treasures litter the trails of the Spanish Conquistadors. In fact, some people boast that they're located the treasures and have pinpointed their locations on various maps. We believed them...

We've invested a king's ransom to obtain the maps whose replicas are shown below. Of course, we'd be fools to hand over the originals. They're rumored to mark the exact locations of the treasures hidden throughout the Amazon and the lost island colony. Be forewarned. Some treasures are rumored to only be available during the first visit to an area, or the last. Be certain to scour each area prior to leaving. This ensures that you'll walk away with all the treasure!

There's one last thing to keep in mind. It's also rumored that a heavy price is exacted on those who seek only wealth at the cost of all else. Don't fall into the downward spiral that has left so many broken and defeated. Balance the hunt for wonders with your life, or else you'll be paying with just that.







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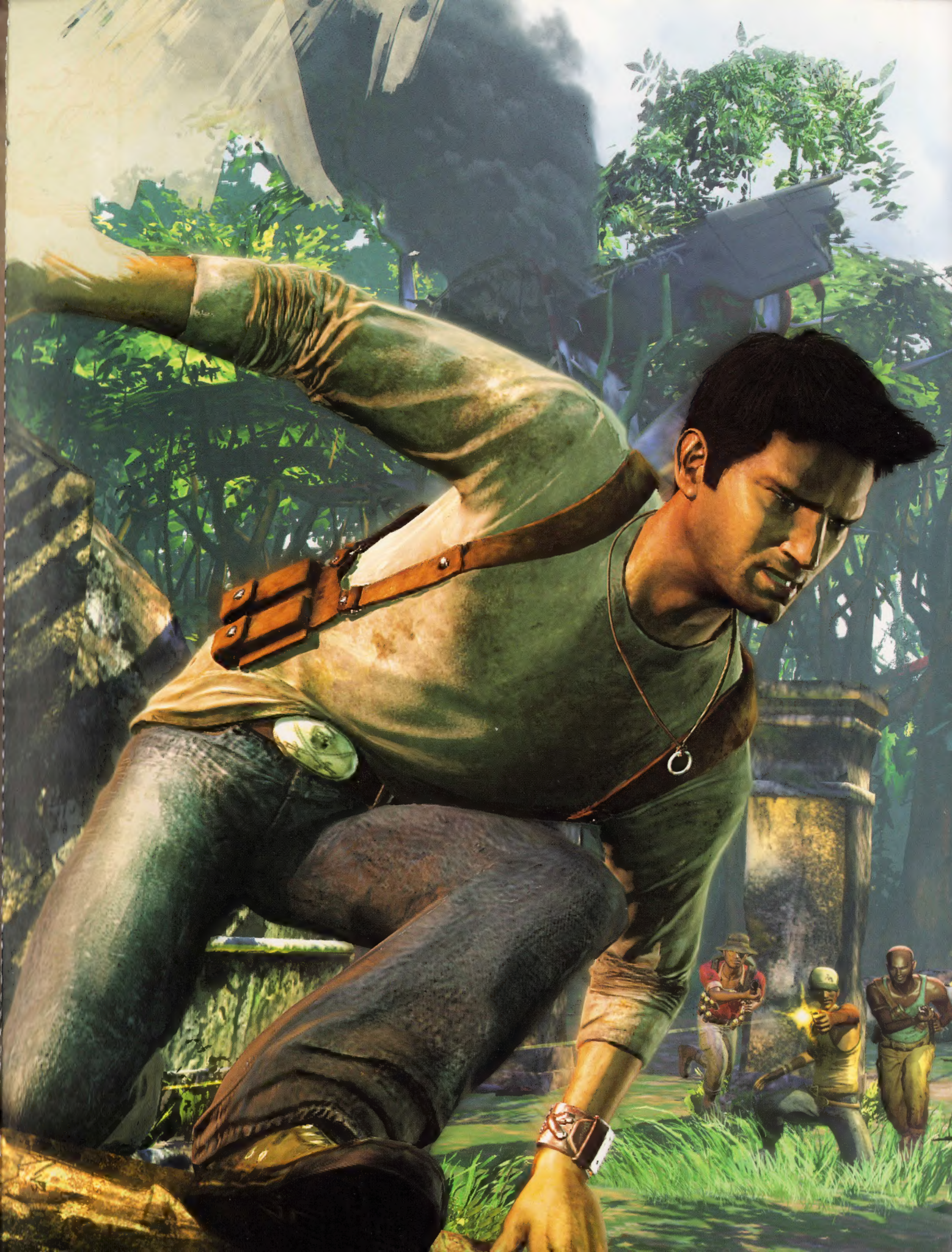

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A 400-year old clue sets Nathan Drake on a dangerous journey to uncover the fabled treasure of El Dorado. It's up to you to lead him through this deadly quest while dealing with South Seas Pirates, gun-runners, competing treasure hunters, an ambitious reality TV host, and a mysterious uncharted island unwilling to reveal its secrets.

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